

THE COMPUTER GAMES MAG DELIVERING THE EXCLUSIVES

TOP
Every Thursday

GAMES-X

24th - 30th
Oct '91
Issue 27

Amiga • Atari ST • Consoles • Hand Helds • PC • And more...

LEANDER X-RATED EXCLUSIVE



EXCLUSIVE POPULOUS 2



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 - ★ HUDSON HAWK
 - ★ TURBOCHARGE
 - ★ EYE OF THE BEHOLDER 2
 - ★ SCRAPYARD DOG - LYNX
 - ★ TURBO RACING - NES
 - ★ LEANDER
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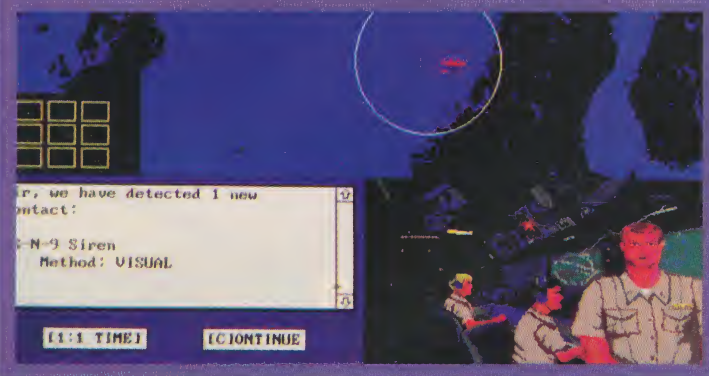
HARPOON

Electronic Arts is about to release a complete new version of *Harpoon*. This deep and massive naval simulation was originally supposed to be released as an 'organic' program, which means that if you buy the first in the series you will be able to run any future mission disks.

The previous version, published by Mirrorsoft, did not have this feature. EA's *Harpoon* pack will come complete with Battle Sets 1 and 2 which gives a total of 34 realistic scenarios in the North Atlantic.

The programme contains a massive weapons database based on what is available to the Stealth Naval Division today, and the realism of the game is backed up by digitized photos of maps and technical information.

Further still, the simulation contains actual military satellite photographs, which show alarming detail from 'the spy in the sky'. The 'complete' *Harpoon* will be available in spring '92 on the PC.



PAC MANIA CHALLENGE

Over the next 10 weeks *Games-X* will be getting together with Tecmagik to bring you the great **Pac Mania Challenge**.

The prizes? A fabulous Sega Mega Drive complete with power base converter, plus exclusive Pac Mania Challenge T-shirts, badges, baseball caps and other goodies.

The competition will be held at a different store each week in conjunction with Street Talk. It will be in the form of a timed play-off and the winner each week will get his/her name entered in the



league chart and stand the chance of winning the great first prize.

The first store hosting the challenge



LYON OR BUST

Winner of the *Infogrames* competition to design a sequel to *North and South* was Andrew Capper, aged 16. His excellent design is called *Conflict Land and Sea* and is based on the two battles, Waterloo and Trafalgar.

On first impressions, the team at Infogrames was knocked out by Andrew's design so they flew him out to Lyon in France for a VIP visit.

On the first day, Andrew was given a guided tour of the Infogrames' design department, meeting many of the programmers and graphic artists. Then, at the first of two project meetings, Andrew explained his idea in further depth to the head of design and the chiefs of the graphics and programming teams. In the evening, Andrew was shown around Lyon and then dined at a top restaurant.

There was further meeting where it was pointed out that his game featured Napoleon and that Infogrames was producing a game called *Emperor*, based on the French hero. However, Infogrames wanted to use features of Andrew's design in another game, *Asterix the Gaul*.

Now he is being employed to come up with a game design based on the French comic book hero. A perfect end to a great competition.

is Soft Spot in Banbury, next comes the Alan Haywood shop in Blackpool, The Sega Shop in Erwell, Game in Birmingham and Softcentre in Newport.

So if you think you are something of a Pac Mania Challenger watch out in your local computer shop and *Games-X* for more details.

IF (Interactive Fantasyfiction) is the

IF, THE NEW LABEL

new adventure and RPG specialist label from the company behind Impressions.

Watch out for some exciting new products which will be coming your way in the near future.



ROBOCOD GOES SEGA

James Pond was one of the most original and successful platform games of all time. Now comes the sequel, *Robocod*, which is about to be released on the *Sega Drive*.

The Mega Drive version is very similar to the Amiga game except for more graphic enhancements and even more music than Richard Joseph's original score, which now comes courtesy of Rob Hubbard who is now based in the States.

The reason for the accuracy of the Sega conversion is the fact that it was produced by the two originators of *Robocod*, Richard Joseph and Steve Bak.

Graphically, the enhancements include a further level of parallax scrolling and more background detail. The Sega Mega Drive version is priced £39.99 and will be published by Electronic Arts in December.

BARD'S TALE TRILOGY

The *Bard's Tale* series has become a massive cult hit, selling an astounding 700,000 copies. Bard inspired adventurers because he isn't the usual adventurer, warrior or wizard. He is in fact a drunkard. Instead of going to the fountain of youth or the Wise One for inspiration, ol' Bard hits the tavern and gets paralytic.

Set in the mythical town of Skara Brae, a place driven to despair by the mad god Tarjan, each tale has a different adventure as you battle against the gods of chaos.

The package will be released early next year. The Amiga version is £34.99 and the PC is £39.99. The designers predict that it will take 350 hours to solve all three games!



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Two games which were so good they both won the GX Game of the Week accolade.

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AIR, LAND AND SEA

As its title suggests, *Air Land and Sea* is a complete war simulation, encompassing modern-day naval, airborne and army battles. The compilation will be available on PC and Amiga.

On PC the pack contains *Stormovic*, *Indianapolis 500* and *688 Attack Sub*, while on the Amiga, there's *Sub Interceptor* in place of *Stormovic*.

Interceptor was the first genuine flight simulation on the Amiga and is still used as a yardstick for simulations today. The air sim is based in the bay area of San Francisco and the player has the choice of piloting F16 or F18 fighter to defend the area against hostile aircraft.

Then there's *Stormovic*, which is hailed as the first simulation of any Soviet plane. Based on the FU-25 the simulation uses the same engine as Chuck Yeager. *Stormovic* casts the player as an ace pilot of a Red Guard strike force operating against terrorists in Eastern Europe.

In contrast there's *Indy 500*, an advanced 3D polygon-rendered racing simulation offering the fastest action ever seen in this genre.

Finally, *688 Attack Sub* puts the player in charge of either a NATO 688 Sub or a soviet Alpha in a rich naval mixture of simulation, strategy and arcade action. Both will be available in early '92.



THE MAGIC CANDLE

Coming soon from Mindcraft is *The Magic Candle Volume II: The Four and Forty*. This fantasy RPG is the follow-up to the award winning *The Magic Candle*. In this game you'll find yourself exploring the dreaded domain of Gurtex 'the ancient wellspring of evil' searching for the secrets of the Black Candles.

Prepare yourself for an improved user-interface and the ability to save conversations and print them, thus removing the need to take copious amounts of notes. On top of this there are new spells, skills, character attributes and a whole plethora of other goodies to add to the gameplay.

Expect *The Magic Candle II* on PC and compatibles in November for £34.99. The Amiga version won't be released until early on in the new year.

COMPO WINNERS

These readers win a **Game Boy** from the **Quavers compo** in issue 17: Mark Chappell, Maidstone; M J Woodhams, Hastings; Anthony Barnett, Lewisham; Onn Lee, Nottingham; Alison Eames, Hormchurch; Vincent McGrath, Runcorn; Peter Yeo, Bristol; Ross Parsons, Redruth; Nick Tomlin, Farlington and David Brown, Northshields. In addition 25 people win a T-shirt.

In the **Final Blow Compo** from issue 18 a professional boxing kit was

won by Alistar Wheatley, Sheffield; Kevin Lynch, Stepney; Lee Prosser, Pontardawe; L Hurst, Bolton and John Newlove, Farnworth.

A **Welder Super Strength Builder** was won by Andrew Fenton, Farndon; Earl Napier, Rainham; N Royston, Aston; Peter Jenner, Pennywell and Michael Jones, Quinton.

Tickets For Thorpe Park

from the Thorpe Talk in issue 18 go to

Oly Glass, Bath; Daniel King,

Tetbury; Michael Collins, Dalton-in-

Furness; Steven Austin,

Hamworthy and Richard Hunte, Upper Norwood.

Ben Walsh, Hoddesdon gets

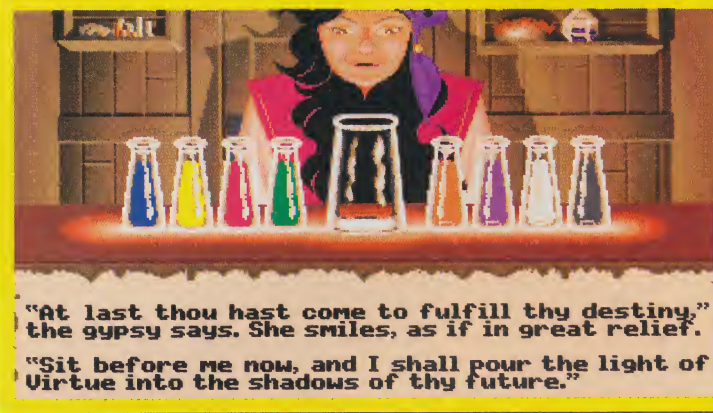


THE FALSE PROFIT

Oorigin has gained a huge fanatical following with its popular long running *Ultima* series. Now comes number six, *The False Prophet*. Once again you're fighting for survival in Britania. Although Origin has maintained the basic structure of the adventure series to retain its familiarity, the presentation is much stronger.

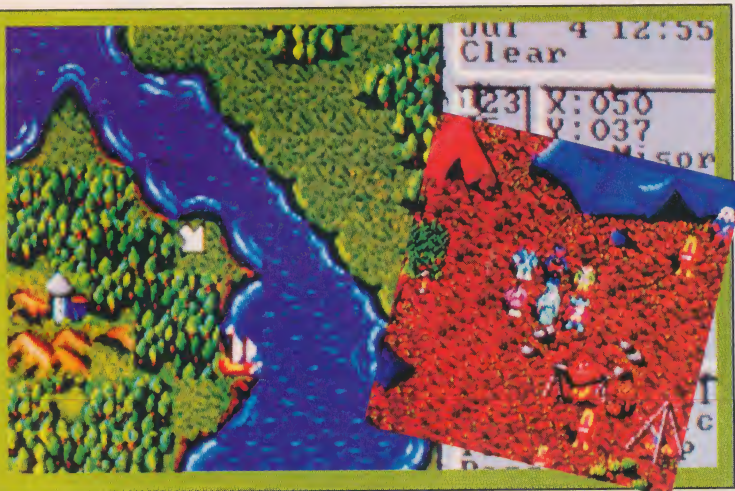
You're transported into a cruel world of swords, daggers, bows, spells and potions, and although the object and character generation has been advanced, the action/strategy ratio has been kept pretty much the same.

Ultima VI is due for release in late October on the ST and Amiga but requires one meg of memory.



"At last thou hast come to fulfill thy destiny," the gypsy says. She smiles, as if in great relief.

"Sit before me now, and I shall pour the light of Virtue into the shadows of thy future."



himself a **complete Miracle Music System** (comp in issue 19).

The **Carrying Case Giveaway** winners from issue 19 are Richard Egan, Nuneaton; Amit Patel, Brightmet; James Austin, Witnesham; Andrew Elliot, Glasgow and Hong Kik Lee, Brighton.

Robert Bellamy from Bishops Stortford will soon find himself partaking in **flying lessons** (compo in issue 20). In addition 15 runners-up win a copy of F-19 Stealth Fighter.

Finally D Thornton, Lemington wins a **two hour flight on Concorde** after winning the comp in issue 21.

COMPUTER MUSEUM

If you thought that old Oric Atmos, Dragon or Enterprise, gathering dust in the loft was worthless, then think again!

Electronic Zoo's managing director, Stewart Bell, has come up with an idea

for a 'Games Computer' museum. Stewart, who has been in the industry more years than he cares to remember recently told *Games-X*:

"It seems a shame that the games computer industry is literally going up in smoke. The idea is to send out the invitation to everyone who might have something of historical interest - old games machines, awards, old games in decent boxes, anything."

Stuart and team have already begun collecting for the museum. "We are saying to anyone who might have something of interest that we'll swap it for something of more use to them. That means software for less unusual things and Amiga and ST computers, as well as consoles, for really interesting and rare items."

The computers and software will be refurbished and working in the museum, while the major attractions will have brass plaques bearing the donor's name

STRIKEFLEET

This arcade sim from Lucas Arts puts you at the helm of an entire fleet of warships. With real world scenarios you can view and command the battle from any craft while you keep tabs on navigation and make strategic decisions.

This is up to date stuff, featuring the latest military hardware and including harpoon missiles as well as top secret guided missiles.

Aboard your flagship you can flit from one side of the battle to another, and at any one time you could be in control of 16 ships and 20 airborne craft.

The presentation is primarily 3D vector graphics, with 2D maps and status screens on which to plan your strategies. *Strikefleet* is to be released in early '92 on the Amiga and ST, priced £25.99.



alongside them. However, please don't send any computers or software as of yet but watch this space.

Write to Electronic Zoo at the following address telling of your particular items. All letters will be answered.

Electronic Zoo, Eliot Road, Love Lane industrial estate, Cirencester, Gloucestershire GL7 1Y5.

COLUMBUS

In 1492, Columbus sailed the ocean blue. The old salt defied the duffers who said that the world was flat and went on

to discover America. In order to jump on the opportunity Domark confided exclusively in *Games-X* that it is producing a graphical adventure based on the famed discoverer's life.

The game is being written by Matthew Stibbe who did Nam, and will be played on a national level with you taking on the role of the monarch directing and building fleets, exploring, financing and planning.

However, the action will also be transferred to the quarterdeck involving you in a fierce sea battle. Columbus will not be released until October '92, but you heard it from *Games-X* first.



WHAT'S OUT AND WHEN

If any of the games we review are not due for release for several weeks, What's Out and When is our guide to when the games are actually due to hit the streets. The list below details which games will be released - ie when you will be able to buy them - during the next seven days...

Product	House	Team	Format	Price	Date
Beast 2	Psygnosis	Reflections	ST	£25.99	31/10/91
California Games	MB Games	In House	NES	£34.99	4/11/91
Carthage	Psygnosis	In House	ST	£19.99	31/10/91
Digger	MB Games	In House	NES	£34.99	4/11/91
Fun School 4 (7-11)	Eurompress	In House Software	Atari ST	£24.99	4/11/91
Intelligent Strategy Games 5	Oxford Softworks	In House	Amiga, ST, PC	£24.95 £29.95	30/10/91
Ork	Psygnosis	WDS	Amiga	£25.99	4/11/91
Super Space Invaders	Domark	In House	PC Dual, Amiga, ST, Amstrad, C64 cass	£29.99 £24.99 £10.99	24/10/91
Timelord	MB Games	In House	Spectrum cass	£9.99	
World Class Rugby	Audiogenic	In House	NES, Amstrad cass, Amstrad disk	£34.99 £10.99 £15.99	4/11/91 28/10/91

GALLUP CHARTS

It's hot, it's happening... it's the weekly all formats chart from Gallup, exclusive to *Games-X*.

1	◆	TERMINATOR 2 House: OCEAN Team: DEMENTIA
2	★	FINAL FIGHT House: US GOLD Team: CREATIVE MATERIALS
3	▲	MANCHESTER UNITED EUROPE House: KRISALIS Team: P HARRAP
4	▼	MAGIC POCKETS House: RENEGADE Team: BITMAP BROTHERS
5	▼	JIMMY WHITE'S WHIRLWIND SNOOKER House: VIRGIN Team: ARCHER MACLEAN
6	★	FLIGHT OF THE INTRUDER House: MIRRORSOFT Team: SPECTRUM HOLOBYTE
7	▲	DIZZY COLLECTION House: CODEMASTERS Team: OLIVER TWINS
8	▼	SILENT SERVICE 2 House: MICROPROSE Team: MPS LABS
9	▲	HEROQUEST House: GREMLIN Team: 221B
10	▼	RAINBOW COLLECTION House: OCEAN Team: VARIOUS
11	▼	SPEEDBALL 2 House: IMAGEWORKS Team: BITMAP BROTHERS
12	▲	CRUISE FOR A CORPSE House: US GOLD Team: DELPHINE
13	▼	MIDWINTER 2 House: RAINBIRD Team: MIKE SINGLETON
14	▲	BIG BOX House: BEAU JOLLY Team: VARIOUS
15	★	HUNTER House: ACTIVISION Team: PAUL HOLMES
16	★	GRANDSTAND House: DOMARK Team: VARIOUS
17	▼	THUNDERHAWK House: CORE DESIGN Team: MARK AVORY
18	▲	LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
19	★	ROBIN SMITH'S CRICKET House: CHALLENGE Team: ASTROS PRODUCTIONS
20	★	FUN SCHOOL 3 (UNDER 5) House: EUROPESS SOFTWARE Team: IN HOUSE

1	◆	NEW ZEALAND STORY House: HIT SQUAD Team: CHOICE
2	◆	BUBBLE BOBBLE House: HIT SQUAD Team: SOFTWARE CREATIONS
3	★	ALTERED BEAST House: HIT SQUAD Team: ACTIVISION
4	▼	DRAGON NINJA House: HIT SQUAD Team: OCEAN FRANCE
5	▼	TURBO OUTRUN House: KIXX Team: ICE SOFTWARE
6	◆	RETURN TO EUROPE House: ANCO Team: DINO DINI
7	★	TURRICAN House: KIXX Team: FACTOR 5
8	▼	BATMAN - THE MOVIE House: HIT SQUAD Team: OCEAN
9	▼	SHINOBI House: MASTERTRONIC Team: CREATIVE MATERIALS
10	▼	MOONWALKER House: KIXX Team: IN HOUSE

1	◆	TERMINATOR 2 House: OCEAN Team: DEMENTIA
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5	▼	MAGIC POCKETS House: RENEGADE Team: BITMAP BROTHERS
6	▲	CRUISE FOR A CORPSE House: US GOLD Team: DELPHINE
7	▼	MIDWINTER 2 House: RAINBIRD Team: MIKE SINGLETON
8	▲	PGA TOUR GOLF House: ELECTRONIC ARTS Team: LEE ACTOR
9	▼	LAST NINJA 3 House: SYSTEM 3 Team: DAVE COLLINS
10	★	F15 STRIKE EAGLE 2 House: MICROPROSE Team: MPS LABS

1	▲	MAGIC POCKETS House: RENEGADE Team: BITMAP BROTHERS
2	◆	TERMINATOR 2 House: OCEAN Team: DEMENTIA
3	▼	JIMMY WHITE'S WHIRLWIND SNOOKER House: VIRGIN Team: ARCHER MACLEAN
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6	★	HUNTER House: ACTIVISION Team: PAUL HOLMES
7	▲	MANCHESTER UNITED EUROPE House: KRISALIS Team: P HARRAP
8	★	TEENAGE MUTANT HERO TURTLES House: IMAGEWORKS Team: PROBE
9	★	HEROQUEST House: GREMLIN Team: 221B
10	▼	RAILROAD TYCOON House: MICROPROSE Team: MPS LABS

1	◆	GUNSHIP 2000 House: MICROPROSE Team: MPS LABS
2	★	RAILROAD TYCOON House: MICROPROSE Team: MPS LABS
3	▼	F-117A STEALTH FIGHTER 2.0 House: MICROPROSE Team: MPS LABS
4	★	WING COMMANDER 2 House: MINDSCAPE Team: ORIGIN
5	★	ELITE PLUS House: RAINBIRD Team: IN HOUSE
6	▲	SECRET WEAPONS OF THE LUFTWAFFE House: LUCASFILM Team: IN HOUSE
7	★	LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
8	▼	JETFIGHTER 2 House: US GOLD Team: BOB DINNEMAN
9	★	SPIRIT OF EXCALIBUR House: VIRGIN Team: IN HOUSE
10	★	MONKEY ISLAND House: LUCASFILM Team: IN HOUSE

★ New Entry ▲ Climber ◆ Non mover
▼ Faller ★ Re-entry

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COMPUTER ADVENTURE IN A WORLD OF MAGIC CONTINUES...



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The Witch Lord has returned to the fallen city of Kalos and now sits on the throne watching the Plains of Death, seeing anyone who dares approach. You must make the journey to Kalos and search out the Witch Lord or the Empire could fall to his evil minions.

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This is not a game in itself. A copy of HeroQuest is needed to play Return Of The Witch Lord
Spectrum, Amstrad, CBM64/128 Cassette £5.99
Spectrum, Amstrad, CBM64/128 Disk £7.99
Atari ST, Amiga £14.99

Gremlin Graphics
Software Ltd., Carver House,
2-4 Carver Street, Sheffield S1 4FS.



HeroQuest
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Limited.

WIN A TRIP TO NEW YORK!



FLY FIRST CLASS TO NEW YORK TO SEE THE PREMIERE OF STAR TREK VI: THE UNDISCOVERED COUNTRY

Courtesy of Electronic Arts, Games-X presents the most exciting event since Pam Norman had a good day!

Yes, if you win this prize, you could be rubbing shoulders... and ears with the stars at:

THE NEW YORK PREMIERE OF STAR TREK VI THE MOVIE!

The prize will have Trekkies everywhere reaching for their phasers in excitement! If you win this competition you and a friend will be jetting off on an all-expenses paid trip to NEW YORK to the premier of Star Trek VI!

Star Trek is being designed by US based design team Interplay, to be published by Electronic Arts in the UK. It's the most exciting TV license game ever!

All you have to do to be jetting off to New York is answer these Star Trek questions:

1. Name the actor who plays Mr Spock.
2. Kirk has a word when he orders Scotty to transport a party to and from the Enterprise. What is that word?
3. What is Dr McCoy's nickname?
4. What colour uniform shirt do these characters wear?
A Scotty
B Sulu
C Spock



YOU BET I WANT TO FLY TO NEW YORK:

- 1..... 4 A.....
2..... B.....
3..... C.....

Name

Address

Post Code

The Machine I use most is

But I also use

RULES: Employees of the Europress Group or the sponsors and agents of this competition are not eligible to enter. No correspondence may be entered into and the editor's decision is final.



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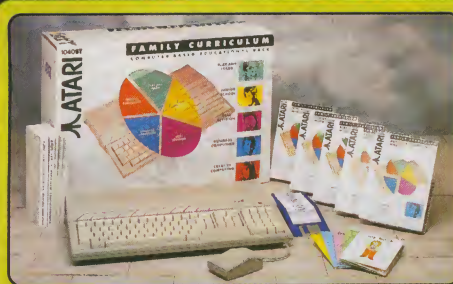
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FREE! WORTH: **£219.78**



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ST BASIC - with tutorial	£24.99
TOTAL RRP: £104.97	



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TOTAL FREE PACKAGE

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Live & Let Die - By Elite	£19.99
Onslaught - By Hewson	£19.99
Pipe Mania - By Empire Software	£24.99
Rick Dangerous - By Firebird	£24.99
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Trivial Pursuit - By Domark	£19.95

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Leander is an agile character and needs to be to avoid the obstacles he faces. Pixel-perfect controlling is required to negotiate the maze of platforms found on later levels

RATED
GAME OF THE WEEK

LEANDER

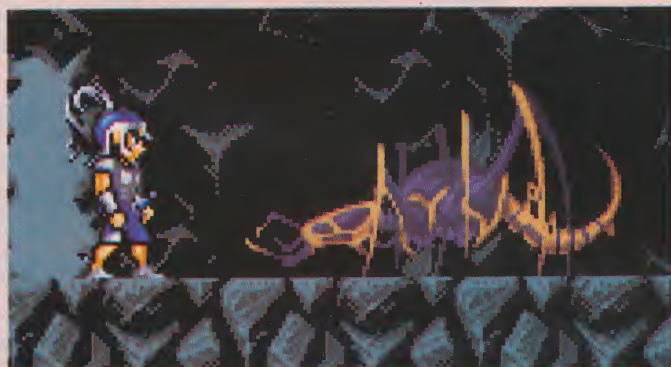


Bonus items are found inside the chests which are opened with a swift blow from your sword. Reaching inside you will find either a bag of gold coins to use in the shop, or possibly an energy top up

DANGER, FEROCIOUS BEASTIES!



The zombie dragon is just one of the fierce opponents you'll encounter in the opening stages of the game. The frail body hides what is truly a dangerous and gruesome creature



In the dank caves Leander must battle against the creatures of the dark, like this huge spider. Dodge the arachnid's vicious fangs and attack from behind



There is no escape from Thanatos' henchmen, and even on the rooftops orcs fly past in propeller-driven balloons, lobbing rocks in your direction

Leander, following hot on the heels of 'Psygnosis' excellent Barbarian II, is a graphically impressive platform romp which is set over a massive 22 levels of arcade action.

The plot behind the game is simple. You are Leander, a well respected and fearsome warrior with a quest that will test your every skill to the limit.

Lord Thanatos is now old and decrepit, his power drained and his life-force low. His only hope is to find a younger being and replace his dwindling energy with the unsuspecting victim's power.

Unfortunately for him he chose Princess Lucanna, who is protected by you. However, the evil Lord was successful at kidnapping the young girl and it is

your priority to find the girl and rescue her from the clutches of raw evil.

Control over Leander is via the joystick, using the stick to control left and right movement, pushing up and down enables you to jump and duck respectively. Tapping the fire button will make Leander swing his sword, while holding it down activates the suicide option. You'll lose a life but all enemies on screen will die.

As mentioned before, Leander is set over 22 levels, most of which are set on a dual play field. Roughly translated this means that when you enter a cave you are whisked away to a



Having collected the artifact you must then locate the teleporter. Once found, entering the blue haze will transport you to the next world

LEANDER



Alex

The evil Lord Thanatos

has kidnapped the beautiful young Princess Lucanna and now the realm is relying on you, the heroic and brave oriental warrior, Leander, to rescue her. A case of déjà vu I think...

smaller sub-level which usually holds the key to escape.

The objective of each stage is to find the level's artifact which you are informed about before each mission. You must locate the sacred item which, activates the teleporter. This then means you can progress.

PIECES OF EIGHT

Obviously it isn't as simple as this, because you will be attacked by over 100 different enemies, while at the same time trying to avoid traps and obstacles that kill you outright.

Searching through the chests Leander will often find a bag of coins which are used in the shop. Another source of currency is maiming a creature which should hopefully drop a few gold

coins. There is usually one shop on each level, and entering this will allow you to purchase improved armour and more powerful weaponry.

Leander begins with a sword, but can quickly upgrade to a weapon with ranged fire or a sword that blasts a fireball across the screen.

There are numerous grades of armour that can be bought, each set offering an extra hit point before a life is lost. Instead of using an energy bar to register hits, Leander's suit of armour will change colour, depending on his physical status.

At the beginning five lives are yours for the taking, one being lost every time your energy reaches zero. On top of this you have the option to continue your game where you left off.



Look no reigns! In this mystical land where magic is far more powerful than the sword Leander can catch a lift from a passing cart being pulled by horse, which are joined by a spell

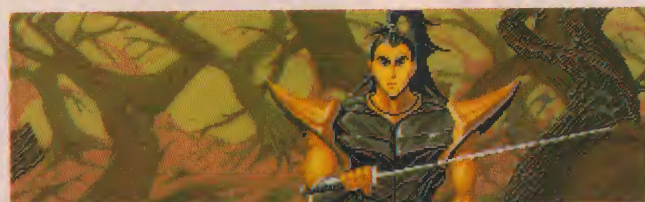
BLADE RUNNER



Faster than a flashing blade, Leander is the oriental hero whose sword can strike down even the mightiest of opponents



The sinister Thanatos has kidnapped the Princess Lucanna, in order to drain her power and regain his own strength



Leander will stop at nothing to find the young virgin, not even Thanatos can stop the skillful warrior

Thankfully the game includes a password system which allows you to advance to any level you may have previously completed.

SHELOB'S LAIR?

The options page allows you to adjust the game to suit the skill of the player and the amount of lives with which you are blessed. As well, you can switch between 11 individual game tunes.

At the end of each world Leander will be confronted by a huge guardian. The first adversary is a deadly spider which scuttles across the caves spinning a tangled web at you.

Next he'll face the fearsome killer otter, then an evil mutant from a distant star system. Defeat these and you face Thanatos in a battle to the death...

FACT FILE

Software House: Psygnosis
Development Team: Traveller's Tales
Programmers: Andy Ingram, John Burton
Graphic Artists: Andy Ingram, John Burton
Sound: Tim Wright, Matt Simmonds



It is virtually impossible to find fault with Psygnosis' latest mega game, as everything about Leander is highly polished and oozes quality. First impressions, starting with the slick film-like intro, are superb and thanks to a simple control method, the game is instantly accessible and offers an addictive challenge the very moment you boot up.

Graphically, Leander is second to none and takes on a strong oriental flavour. Featuring three layers of parallax, each level blossoms with colour and is very pleasing to the eye.

The scrolling is silk smooth, and the animation on both the Leander sprite (which, incidentally, is over 70 frames of animation) and the other characters is simply sensational.

The result is arcade quality graphics which are faultless in every department – no glitching, perfect scrolling and outstanding animation.

The variation between the levels is equally impressive, with each stage being visually and sonically different, as well as having new monsters to fight and a plethora of extra weapons to collect.

Some of the puzzles and traps have been ingeniously designed, and require both thought and precise joystick control before Leander can pass.

The game is quite difficult but Psygnosis has thoughtfully included an options screen. This allows you to change the difficulty by increasing or decreasing the lives you start the game with, and whether to include the continue option.

The game features well over 60 clear, sampled sound effects such as the grunts and groans when Leander is hit or if he manages to kill an opponent. Combine this with 11 original melodies and the result is an audio feast.

The levels are designed so that, at first, surviving is easy. However, the game gets progressively harder and more intricate as you fight on, and the later stages include an army of creatures as well as complex traps to avoid.

To put it simply Leander is THE platform adventure on the Amiga. For £25.99 you can buy perhaps the best game of 1991 and I guarantee you will be burning the midnight oil in an attempt to find the evil Thanatos.

£25.99 OUT NOVEMBER

X-RATING: XXXXXX

Gameplay: 19/20
Lastability: 17/20
Presentation: 18/20

GAMES-X SCORING SYSTEM EXPLAINED!

It's not difficult but we want to make everything as clear as possible. So sit down and listen carefully as you're talked through the various aspects of the game reviews...

X-RATING: XXXXX



The higher the rating the better the game

ALEX 'the imported Mexican lager lout from hell' Simmons is our beloved consoles editor and resident Romeo. There's no telling what this silver tongued devil can do to the ladies but it apparently seems to work...



NICK 'down a pint in one without breathing' Walkland is an amazing individual. His highly trained gullet is capable of withstanding a positive torrent of the old amber nectar. Just look at him! Is that the face of a yobbo or what?



JOHN 'yes thank you Brian I always wanted a large screwdriver inserting into my right nostril' Davison is undergoing an extensive series of stressful and mind-blowing holidays. How does he cope with all that relaxation? We do wonder at times.



This is the accolade given to those games of exceptional quality and which the Games-X reviewers feel deserve extra recognition



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ROBOCOD



The world is still a sinister

place. Even as we speak, Christmas is being sabotaged by the sinister Doctor Maybe. Thankfully, Double Bubble Seven, James Pond, is on the case. Fresh from rescuing

the world from ecological disaster he now has to face the might of nasties who want to ruin our Chrimbo...



Two freaky elephants attack you with jumbo sized green trunk globules...

A giant arctic toy factory has been taken over. Innocent looking toys have been sabotaged to make them nasty and evil, prepared to ruin any child's Christmas.

Thankfully, the underwater intelligence, FISH, has heard about this and has prepared its top agent, James Pond, to deal with it.

Sub zero temperatures and, more importantly, out of water activities can cause problems for our fishy hero. To tackle this, scientists have been able to

swap certain vital organs to ensure survival out of water. Pond is fitted with a suit of armour, turbo gills and metal fins. He has now become Robocod...

I'LL BUY THAT FOR A DOLLAR

Special powers are available to our metallic fish hero, the most innovative feature being the ability to extend his body to grab a higher platform. Control of this is hilarious but essential, especially when he shimmies along on his little fins.

With his metallic 'feet' fins he can amazingly scuttle across the bizarre surfaces at breakneck speeds in any direction you choose.

The action is set in an arctic factory, with squally snow falling outside. You initially enter one of the lower levels where you bash as many weird freaks as possible while collecting pills and goodies. While searching for the exit you also rescue penguins, kidnapped by the dastardly Doctor Maybe.

STAY OUT OF TROUBLE

The enemies are really bizarre. You'll face Bertie Bassett boasting a sinister smile, killer teddies, floating elephants, wound up soldiers and angelic looking punks, to name but a few. On top of this are the real meanies - killer cars, trains and the granny spitting buses.

If you think they're weird, then prepare yourself for the variety of



Dealing with some less than angelic critters in a dicey zone, your magical wig keeps you afloat



It's a topsy-turvy world in Jellyville. Watch your step cos everything is now upside down, even your controls. The moment you start bouncing, you'll be whizzing up 'n' down and side to side



The 'lurve' train is tricky for our scaly hero. Avoiding jet planes and getting squished is tough on this speeding rolling stock



Flying high in an Airfix plane. It's like a circus out there with happy smiling balloons and a manic bus spitting out grannies in a fury

landscapes on the many levels. You'll be leaping over fruit cakes, lego land, a toy love train and licorice allsorts.

That's apart from bouncing uncontrollably over a jelly landscape, made even harder when you suddenly find yourself topsy-turvy with an inverted view.

The controls are easy. Simply move and go, with the additional features of body stretching and peering below the platform. When running, you will actually speed up to an unbelievable dash,

before slowing down to a slug's pace while crawling up a hill.

Robocod can leap to unbelievable heights, even more so on jelly or when shot through a cannon. He

can collect all manner of goodies, ranging from extra fish to power pills, as well driving in bug-eyed cars and flying a small aircraft, goggles and scarf inclusive. All these

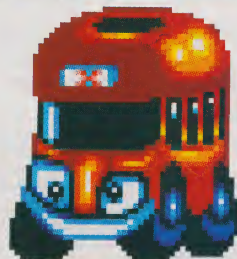
add up to more than your bog standard platform romp; Robocod has colour, speed and humour – a class game.



Arrgh! Not the warped teddies. These aren't the cuddly variety, but the nasty and evil type with a penchant for squishing metal bound fish

THE SEVEN DEADLY FINS

A small selection of the many dubious characters James Pond has to face



FACT FILE

Software House: Millennium
Programmer: Chris Sorrell
Music: Richard Joseph



Robocod is a spectacular platform game oozing in humour. It looks remarkably similar to the Mega Drive's Sonic in full flight, with more than a mere scent of Super Mario World in the backdrops.

Fortunately, it is its own game, with bizarre gameplay in a massive myriad of levels.

The music is the expected jingly jangly soundtrack which includes remixed James Pond and some unexpected Christmas carols thrown in for good measure. Like Pond himself, you'll be swinging your hips in no time at all.

Only in the graphics is it slightly let down. Bright and colourful, with slick multi-levelled parallax scrolling and some excellent looking and moving sprites of enemies, and of course Robocod himself in his many guises. However, although blisteringly fast in places, it does suffer a degree of scroll stagger.

This jerkiness, strangely enough, doesn't effect the gameplay. It is slightly noticeable when watching over some one's shoulder, but not when you get carried away playing it.

Robocod is surely destined to be one of the all-time most memorable games. Funny, with impressive graphics, music and gameplay, it is definitely one for your 'I must have' list.

£25.99 OUT NOVEMBER



The ST version is identical in just about every way to the Amiga. Slight differences can be noticed in the graphics and sound areas, but nothing significant to slate it down. It is a game for those long winter nights, so sit back, play the game, and just watch them fly right on by.

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X-RATING: XXXXX

Gameplay: 18/20
Lastability: 18/20
Presentation: 17/20

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FACT FILE

Software House: Nintendo
Development Team: Capcom, USA

Face Off isn't the best Ice Hockey game in existence, but with all the additional features it is certainly worth a look.

The action sequences in the game aren't too thrilling at all, except when a scrap starts on the ice. Thankfully the game offers additional options, such as 'remove all rules', which make the game more thrilling.

The best aspect of the game is in the management field, dealing with the basic field formations, and the amount of violence you are prepared to inflict.

Graphically, the game is nice, nice being the operative word, cos it ain't brilliant. Slow compared to what you expect of a sports sim, but clear and concise nevertheless with some nice graphical touches, such as skate marks.

Sounds are adequate, sampled crowd cheers and puck strikes being about the sum total. I'd prefer a few more abusive shouts, but that just goes to show my sophisticated nature.

Overall, Face Off is worth a look. It may not be your cup of tea if you want an all-action extravaganza or indeed, a thought-provoking strategy sim. It sits proudly with its rear on the fence.

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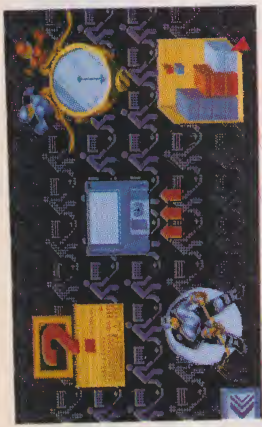


The ST version is more flawed than the Amiga version. Graphically, there is a slight difference with the speed, but it really lacks in presentation. You won't find any crowds, just a blue line. Soundwise, it is more basic than the Amiga version.

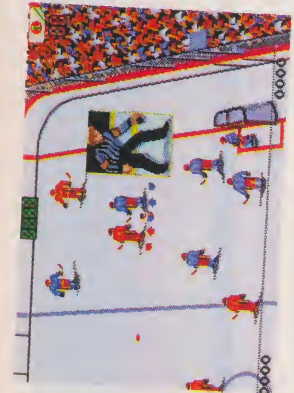
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X-RATING: XXX

Gameplay: 13/20
Lastability: 14/20
Presentation: 16/20



A quick penalty is awarded. I claim, it was only a nudge, 'onest ref'!



Preparing your team for the icy battle is quite an easy affair all in all



FACE OFF

Just when you thought it was safe to go on the ice, along comes Face Off, a game of the friendliest sport known to man, Ice Hockey. Where men are men, fists are fists, and black eyes are part of the kit.



So what's special about Face-off? Well, erm, basically you have to keep your balance on a sheet of ice while hitting a hard piece of black rubber to and fro and punching people who try to stop you. Then try to get it past some guy wearing a hallowe'en mask. Easy, huh?

Like other Ice Hockey games, you play the action sequence of the game itself. In this case, it is based on the popular Manchester United Europe game logic. This is adequate and smooth, although a trifle slow, especially if you put it up on a pedestal next to the amazing Electronic Arts console game.

MELT THE ICE IN MADRAS

However, you do have several options which certainly make it interesting. You can play against either the computer, which can be really tough, or against a friend which is a more enjoyable affair.

In addition to this, you also have the opportunity to play in a

competition of 30 different nations as diverse as Iceland and India. Each team has its own skill rating, with strategy levels.

The strategy aspects are where the game is at. Deciding on the style of your team's game play, whether you'll attack or be defensive, and whether or not you'll be punching your way to glory. Violence can work but you could end up with a few too many players in the sin bin.

As the manager, you also have to look after the training and general well-



A scrap is about to start. The lousy scumbag tried to cut me up, what does he expect? A pat on the back? Smack 'im in the chops, my son!



being of your players. So you need to keep them in trim and check on doctor's reports as well as taking them out. These are big lads who can deal with a few beers and a curry, so you can afford to take them to the disco or a concert to pep up their spirits after a losing streak.

ICE IS TWICE AS NICE

The game is based on a tournament style, with you taking part as either a player-manager or the basic coach. By starting off in a group of four

An action replay of one of the many goals scored by the icy Icelandic Ice Hockey team, as they literally beat England to a pulp



teams out of the 30 in the competition, you have to win or come high in the league to progress to the next leg. It is a tough but enjoyable way of competing, until you come across the likes of Canada, USA, and the Soviets, when you should start panicking.

Face Off is an enjoyable game which is convincing in its portrayal of all aspects of the sport of Ice Hockey. This game may not be as impressive as it could be, but the sheer diversity makes it appealing in the long run.

FACT FILE

Software House: Ocean
Development Team: Special FX
Programmer: Ian Moran
Graphic Artists: Karen Davies, Chas Davies,
 Colin Rushby, Ivan Davies
Musik: Keith Timman



Graphically it's reminiscent of the ever popular Japanese style console games and this is certainly no bad thing. To play, it's one of the best games that Ocean has released for some time.

There are loads of puzzles and even though it could be considered as 'yet another platform game' there are plenty of original little ideas which should keep the player occupied for quite some time.

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The graphics here are practically identical to the Amiga, as is the gameplay.

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On this format the graphics aren't bad and the level of playability is identical.

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More colourful than the C64, this has the edge on the 8-bit in terms of presentation.

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Presentation is as good as you can expect and the gameplay is well up to the standard of the 16-bit versions we can expect this to be a very popular game.

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X-RATING: XXXX

Gameplay: 17/20
Lastability: 16/20
Presentation: 17/20

HUDSON HAWK



Hudson Hawk, starring the ever popular Bruce 'Die Hard' Willis, was regarded with much hype before it was released a few months ago.

Unfortunately it didn't realise its commercial potential and flopped. Will the Ocean game create a bigger splash?

This new platform game from Ocean sees you playing ace cat burglar Hudson Hawk, fresh out of jail and forced between a rock and the hard place.

On one hand he has the government forces hassling him to

do their dirty work, while on the other he has the local rich and weird mobsters causing serious aggro.

After some fairly hefty persuasion from the FBI, the Hawk is hired to pinch various articles related to the famous artist and inventor Leonardo Da Vinci himself.

HORSE THIEF

First off is a famous statue of a horse (the Storza to those uneducated in such fine art) which must be removed from the Rutherford Auction House.

Hawk must nip in, get to the safe, crack the code, nick the horse, get out and avoid catching the attention of any passing guards.

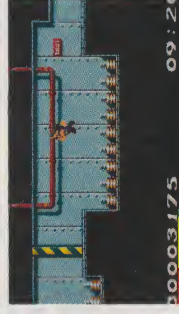
Having got past this section Hawk finds himself in Italy where he is instructed by the FBI to stroll into the Vatican and walk out with Leo's famous notebook containing the infamous backwards mirror scrawl.

Unfortunately for Hawk, the said

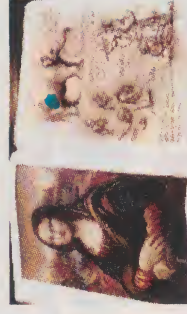
Outside the auction house you must escape unnoticed



Swinging along a big red pipe you try your hardest to reach the other side before the birdies relieve themselves on you



Leo Da Vinci's famous notebook is the source of alchemic wisdom



Inside the auction house a bunch of old cronies stumble about with flashlights

Here, a mystical crystal is found, that when inserted into a clever machine transforms lead into gold!

PLATFORM MAYHEM

However by this point our hero is getting mighty cheesed off with the treatment he's getting and is out to sabotage the baddies plans.

If he can get to the crystal first he'll be able to destroy the machine

once and for all. All together now, Hoorah for Hudson Hawk!

Basically this is a reasonably cute console platform romp through a series of different stages containing all manner of amusing and humorous characters.

There are puzzles to solve and you will be pushing, pulling, climbing, jumping and employing every action possible to reach your goal.



The first level has you dashing along the rooftops trying to break into the building

SUSPICIOUS CARGO



Whoever said that text adventure was dead will have a rude awakening when he loads up Suspicious Cargo. That's what it is - a text adventure for the '90's, with brass knobs...



An interactive dashing through a maze. What's that? Looks like suspicious cargo

In my humble opinion there was never anything wrong with text adventures and they were some of the all-time computer game greats by the likes of Infocom and Level 9.

With the growth of more powerful computers and graphical capabilities, things began to change and graphic adventures were born.

Anyway, enough of the history lesson. Suspicious Cargo is an amalgamation of the two basic types of the adventure game genre, leaning more towards the text style.

It features Jonah Hayes, a star traveller with an ageing hulk of a space liner as his craft.

STRAPPED FOR CASH

Having difficulty paying off the whopping great mortgage on this craft he is given a do or die mission, namely, to either deliver some suspicious cargo, or if not, to pay off his loan with his vital organs.

You are launched straight into the game by waking up from a nightmare in your coffin. The first command is to turn the light on.

Not particularly awe inspiring, but like all good text adventures you get into the feel of it immediately.

Moving on, you are presented with a nasty letter. Not forgetting to tip the courier, you dash away through the space port of Titan,



Checking on the ship deck plans. This is only the large scale version before you zoom in to find the many rooms. You can also check up on other characters, such as the alien and your robot

passing passport control and avoiding customs.

Unfortunately, this puts you in the sights of the local constabulary and things begin to hot up.

Escaping police, smuggling illicit biological beings, answering distress

SMUGGLE AND THE WORLD SMUGGLES WITH YOU

The screen layout design allows you to suit your game preference. The graphics icon gives a graphics image of the area you're in.

The A-Z icon allows movement around the ship's blueprint the sub-games icon allows you to play one of the sub-games.

The graphic windows show people, robots and 'things' in your vicinity. The icon window. This can be scrolled up and down to select your command, and is followed by usable items or people.

The movement icon shows exits and allows for movement in those directions

windoesque style which can be adapted to suit your whim. One shows digitised people images, others are for movement, text and icons. It is neatly organised so everything is at hand.

This is more than the usual adventuring lark. You also have 'interactives' - set piece challenges within the game itself.

These vary quite significantly, from puzzles through to Dungeon Master style maze games.

You can play either via text input or solely mouse controlled. Using a mouse is a nice additional feature, although it's a tad tedious at times, because there's so much to do.

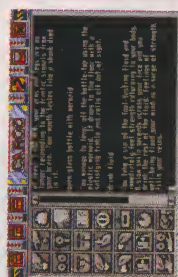
Suspicious Cargo is a tricky little adventure, only held back by the lack of a help facility. After you have managed to survive the early stages, things actually loosen up.

Prodded in the right direction by your trusty on-ship computer, you should be led on to glory.

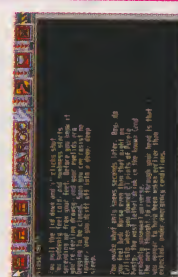
RARE, MEDIUM OR WELL DONE?



You can play Suspicious Cargo with everything tagged on, graphics, text and the control via icons



Or you could have the half-way house, some icon control with plenty of text to keep you enthralled



Or you could go the whole hog, blow away the icons and simply have a text adventure



Or you could give your imagination a nudge with some on-screen graphics, here playing space invaders on the bridge



FACT FILE

Software House: Gremlin
Development Team: Imogitech Design/
Exile Designs



Suspicious Cargo may look like it is reverting back to the dark old days in adventure games, when men were men and real adventurers scoffed at graphics.

However, looks are deceiving because there is so much in it, bringing in the best aspects of each style and adding some more to boot.

The game has a sophisticated parser which can be simplified even more using selected icons. Graphically, it is attractive without being brilliant.

Suspicious Cargo is neat and tidy in appearance and as a piece of programming. Everything seems to slot nicely into place without the image of being tagged on as a last resort.

The major criticism is that you need to comprehend the spaceship's layout immediately. Another problem is the lack of time you are given when you are threatened with death at any moment.

However, Suspicious Cargo oozes in atmosphere which is sadly lacking in many games nowadays. You'll be imagining yourself as Jonah Hayes in no time, a space travelling scallywag with no respect for anyone. Great stuff.

To release a text based adventure game in the days of Sierra and Delphine is a brave decision, but it's one which should be applauded. If you want a decent adventure you could do a lot worse than give Suspicious Cargo a shot.

Once you get hooked, you'll have found something to fill many dark and stormy winter nights.

£25.99 OUT NOVEMBER

X-RATING: XXXX

Gameplay: 15/20
Lastability: 17/20
Presentation: 17/20

FACT FILE

Software House: System 3
Programmer: Chris Butler
Sound: SONIX



It's not often that a major release comes out first on the C64. It's a bold step by System 3, but I'm sure that it'll pay off.

Graphically, this is undoubtedly one of the better games of this type to be released on the old faithful Commie.

All the backgrounds are remarkably fast and smooth and the animation is some of the best you'll see.

By use of some fancy programming there are five channels of sound employed, giving you some snazzy music and particularly good sound effects.

Gameplay is great. Powerful weaponry, fast car, and meanings to chase after. Packed with features, it should appeal to all driving game nuts.

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OUT NOVEMBER



Currently in its initial stages of programming, the Amiga version looks good. The graphics are crisp and smooth and it promises to be a much more amusing game than the C64 counterpart. Gameplay is very similar but expect even more features to be included.

£25.99 OUT NOV/DEC



The ST version promises to be graphically more impressive than the 64. The Amiga and ST versions are being developed concurrently, so expect them to be exactly the same, bar the obvious sound changes.

£25.99 OUT NOV/DEC

X-RATING: XXXXX

Gameplay: 17/20

Lastability: 17/20

Presentation: 17/20

Driving games will always be a big hit. There's something about tearing along twisty roads in a dirty, great, hairy, butch mobile that just appeals to those innermost macho desires. Ever fancied touring the world in Lambo Countach? Now's your chance!

You play a rock hard, mean mutha of a customs officer who must supervise a major operation involving arms smuggling in the major trouble spots of the world.

Your task is to travel to Saudi Arabia, Iraq, Thailand, South Africa and South America to prevent a bunch of horrendously naughty



terrorists from stealing certain large long-range missiles and smuggling them across the border.

In your travels you will meet many nasty people as well as comical appearances by S Hussein esq and a certain Mr Gaddafi.

ONE MAN AND HIS SPORTS CAR

How could one man possibly stop all these nutters? Well, all you have to do is chase after the convoy taking the missiles, and shoot at the various vehicles while making sure you've still got fuel.

Your car is equipped with a special turbo facility, hence the name, as well as the weapons system, so you can be a real nutter and zoom after the bad guys at ludicrous speeds.

The overall appearance of the game is your standard Lotus/Pole Position 3D perspective from behind the car affair. Following the trend of the moment, the side of the road is



If you're too haphazard with your turbos, you'll find yourself running out of fuel in no time at all!



The undulating hills will have you feeling quite ill as you bounce up and down!



The two big butch fellas jump into the macho wagon and tear off from the British consulate in search of bad guys

TURBOCHARGE

This new release from System 3 has been causing quite a stir in the C64 press recently. You play the part of a bigwig customs officer and you must take control of a suped-up Lamborghini as you battle your way through the trouble spots of the world...



a problem. However, Turbocharge proves to be different!

Seeing as this is primarily an action game, emphasis is placed on the shooting and chasing elements. The driving is consequently made as

when you consider that this is a mere C64 that the game is running on!

Control is certainly a strong point here. One of the worst aspects of most driving games is that if you're not careful the tight corners can be a

cluttered with all manner of objects. As well as twisting and snaking around, the route also undulates up and down!

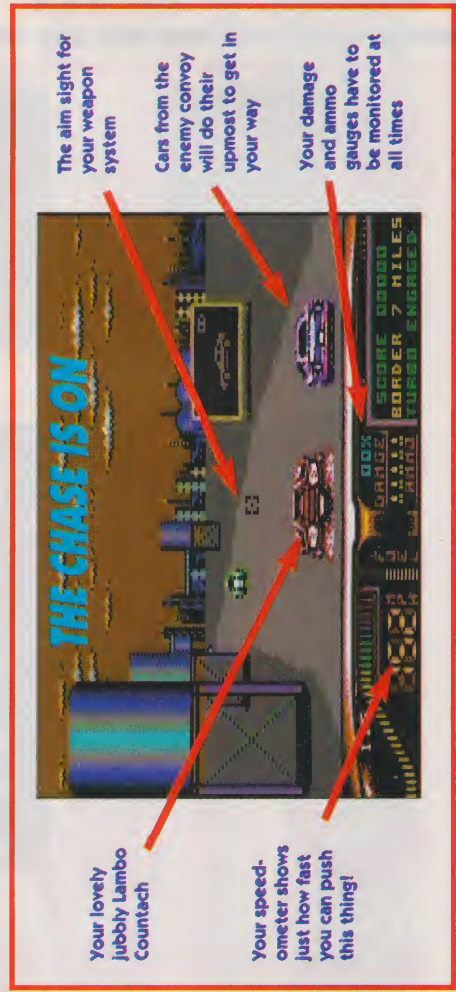
The speed of all this movement is very impressive indeed, especially

easy as possible. To do this you actually control the movement of the road as well as the orientation of the car. This may sound a bit complex but it works surprisingly well!

PRESENTATION

As with most recent System 3 releases, a lot of emphasis has been placed on the presentation of the game. The initial level is preceded by a pleasant little introduction sequence explaining the story and depicting your tough guy character jumping into his butch wagon and zooming off!

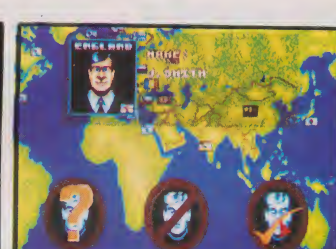
Whenever you die there are also some great graphical moments, showing you either running out of fuel or time and standing by the roadside. The outro is particularly amusing! Fans of a certain Wes Craven film will recognize it - I shall say no more!



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oc monitored at all times

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the car affair. Following the trend of the moment, the side of the road is

Presentation: 17/20

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OUT NOW 16-BIT

In the arcades there was a time when Power Drift couldn't be beaten. It had some of the best graphics around and was undoubtedly one of the fastest arcade units ever. Unfortunately the transition to the computer formats ended up as being a bit of a failure.

The technology of the home computers couldn't handle the speed of the game and as a result we ended up getting a poorly executed perspective race game with

some OKish graphics. Of the two 16-bit formats it's the ST version which ended up being the most impressive. A rare occasion this but for once it's true!

The Amiga version is slow, and has



some very dodgy sprite animation which spoils the overall appearance.

Gameplay is really quite unnervingly average. None of the excitement of the arcade original has been transferred so what you end up with is a fairly dull race which will hold your attention for about as much time as would having your nose hairs removed with a pair of pliers.

It's the only re-release we're looking at this week and unless you're a total addict of the arcade original I would advise that you steer clear.

X-RATING: **XX**

KWIK SNAX

CODEMASTERS £7.99
OUT NOVEMBER 16-BIT

Does anybody out there actually remember Pengo? Surely some of you must! It's the one where you play a cutesy little penguin and you go around mangling meanies with big blocks of ice. Well now, thanks to those awfully



wonderful chappies from CodeMasters, you can play a variant of this classic title starring everyone's favourite walking talking egg - Dizzy.

The main object of this simple little game is to move around the screen eating various little titbits (kwik snax?) while squashing all the meanies who obviously feel that you ought to be taking your expanding waistline more seriously.

It's a simple little game which has some nice bold cartoon-style graphics, typical of the Dizzy games, and coupled with this there are some suitably amusing sounds and tunes which drive the game along effectively enough.

Overall it's a very pleasant game which is a bit of simple fun. I really enjoyed it and can highly recommend it.

X-RATING: **XXXX**

FAST FOOD

CODEMASTERS £7.99
OUT NOW 16-BIT

What? Another CodeMasters game? Do these people ever give up putting out bits of cheapie software? Another food orientated one here from the Masters of Code. Yet again you play the part of our old eggy pal Dizzy as he nips around little single screen mazes collecting bits of food while being chased by mad deranged green things that wobble and vibrate.

It's a nice simple concept and like Kwik Snax will appeal to those of you who like really silly little games. I suppose you could compare it to Pac Man in a way, since the basic idea is fairly similar. The



graphics are all very sweet and lovely and the sound is up to CodeMasters usual standard so it's safe to say that it's well presented.

The general opinion in the office is that this is one for the kiddies, so our Fungus should be at home with this! It's another good cheapie so if you have a tight budget you could do far worse.

X-RATING: **XXX**

VIOLATOR

CODEMASTERS £7.99
OUT NOW 16-BIT

Hello, what have we here? Is this SWIV? A big helicopter and lots of nasties flying over a scrolling background. Looks just a tad familiar doesn't it? Still, you can't complain for such a low price.

Basically you have to fly around blowing the meanies to smithereens while collecting all sorts of power-ups and extra bolt on thingumabobs to make life a little easier. Loads of frenzied blasting is required as well as fast reactions and good joystick dexterity in order to avoid the cretinous bad guys as they try and pump you full of lead.



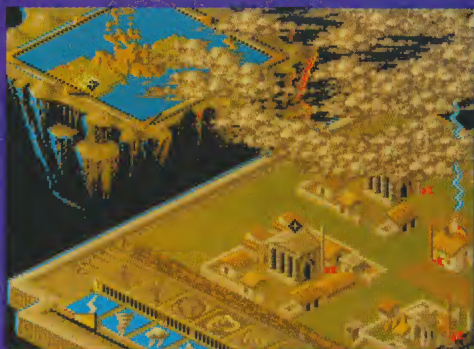
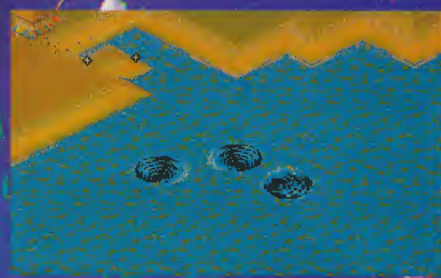
It's not 'alf bad really. If you're a bit of an expert at the old shooty-shooty game you won't have too many problems but be warned, it really is incredibly hard! Those of you who get annoyed at games that kill you off every two seconds will doubtless end up hurling their Amiga through the nearest available window.

Not exceptionally wonderful, but fairly good for the price. Fans of cheap and cheerful gratuitous violence (like Brian) will probably love it.

X-RATING: **XXX**



Populous has now clocked up over 1,500,000 sales – you'd need a fleet of artics to carry that amount of boxes! Now the game's designer, Bullfrog, is nearing completion of the sequel, Populous II. To say it's got a lot to live up to is an understatement! Jason Spiller reports.



Populous II is set in ancient Greece. Beneath your mighty celestial hand, the temples of Athens crumble into the Aegian

Bullfrog team leader, Peter Molyneux – "Nobody is more surprised about the success of Populous than us!" Three years ago Bullfrog was on the brink of disbanding when the team suddenly came up with an unusual graphic design and engine. It was the now famous isometric land-shift engine, and Peter describes the first time he saw this 'underwhelming' discovery:

"It was quite clever really! You could remove layers of land to create gulfs and lakes and add layers to make hills and mountains. But I couldn't for the life of me think of it as an application for a game."

The game industry had churned out games based on a few tried and trusted genres for over a decade. But Bullfrog was on the brink of the first major development in game design for years. Peter: "We spent ages thinking of a game for the engine. Then we wondered whether we could get people to walk around on the landscape and build villages and towns to live in. While experimenting with different styles and sizes of sprites, we watched them moving around and started to experiment with the land shift.

"We took land away and built it up and watched how it affected the people – then the idea came out of the people! It seemed so obvious! People, civilizations, living in a sort of real-time, with the player having the power of life and death over them."

With the idea of celestial control firmly established, the next stage was to create a real-time environment – living civilizations that you could manipulate and the power to change the course of their existence with your mighty hand... well, mouse!

The rest, as they say, is history! With 1,500,000

sold, Populous has established Bullfrog as one of the most bankable design teams. Since Populous, there have been other isometric real-time games and, indeed, Bullfrog itself wheeled the engine out again for Powermonger, which brought the player down to human level.

It was very successful, but it didn't quite capture the imagination as much as the ultimate power of deity which could be wielded in Populous. Peter answers the criticism of possible exploitation of the success of Populous: "As soon as Populous was completed and shipped, we started



Bullfrog's Populous 2



One of the 35 volcanoes spews forth torrents of lava, which race down the mountain side toward the humble dwellings of the hapless Greeks

working on a sequel which would have everything that we just didn't have the time to put into the original."

The team — Gary Carr, Paul McClaughlin and graphics man Glenn Corpes — first looked at a way of breaking out from the confines of the isometric diamond and making the game full-screen. Peter explains: "Playing on full-screen slows down slightly the changes on the landscape and the movement of the people, but that only makes the effects look more dramatic and large-scale."

YE GODS!

The original had no specific scenario, nor recognisable setting or era. Peter: "All that has changed in Pop III! We've based the whole game around the empyrean world of ancient Greece. You play the prodigy of Zeus, which pits you against other powerful gods in the Populous competition."

Each of the competing gods has different powers, for example Poseidon has the power of the sea at his command. Having progressed through the gods' rank and file, the ultimate battle is with Zeus himself. Peter: "Another new aspect in Pop II is

the facility to choose which power you're going to specialise in, such as water or fire, which enables you to experiment much more with god-like powers and is very much like the ancient idea of deity, where each god was responsible for different elements and powers."

What makes the Populous ideal different to that of other games is the influence you have over the game, rather than direct control. Peter: "The combination of the engine, real-time and the overall gameplay balances well and so although we have considerably modified the game, we've kept the basic concept intact."

The so-called 'basic concept' has become nothing less than a new culture in Japan, where there are even Populous clubs and organisations dedicated to playing the game. But far from being complacent about the sequel, Bullfrog researched what people liked about the game and what they thought would improve it. In the meantime it started work on a new engine.

HEAVENS ABOVE!

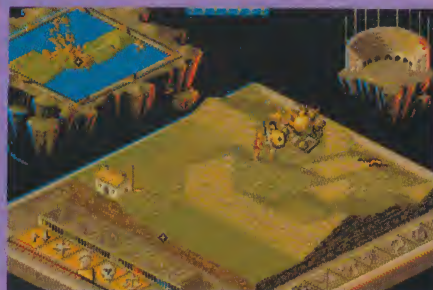
The team threw away the basic code and experimented with new ideas; the result is an engine that can work 10 times faster. Peter: "Using C, there was an enormous overhead of machine capacity which affected the program speed."

"Then the graphics team got underway with the sprites, with a view to create more variety in the type of characters and their movement — now there's soldiers, shopkeepers and farmers, each with their own idiosyncrasies and physical differences and over 7,500 separate frames of animation in the game!"

Amazingly, your mighty powers in Populous have been multiplied many times in the sequel. Peter: "In the original, the maximum of five volcanoes was catastrophic but now 35 volcanoes can tear the landscape with amazing visual effects."

Meanwhile earthquakes send shudders through the land and up to 16 lava streams rain down on the pathetic mortals." Mightier than Populous? We won't have to wait long to find out as Populous II is to be released in mid-December, published by Electronic Arts.

"LIKE FLIES TO WANTON
BOYS ARE WE TO THE
GODS — THEY KILL US
FOR THEIR SPORT."



In Populous II your earth-shaking power ploughs deep furrows in the land, sending the people to the hills in fear — pathetic mortals



Here you can see the changes in the icon system, which has been designed in order to be universally understood



A river flows with pure water. For a while serendipity exists in this small settlement — but not for long



Once you've played Populous II on full-screen, it is difficult to go back to the old diamond isometric point of view

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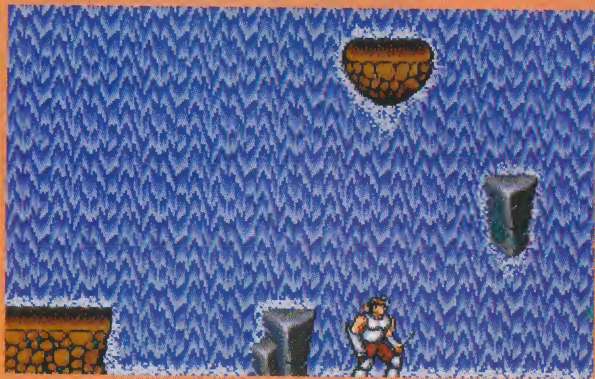
If you need a cheat then the chances are the 'on the ball' advanced Tip-X network will be able to find you a suitable little snippet. In the rare event that you find something that we don't know, we'd welcome your up to date and interesting ideas at Tip-X, Games-X, Europa House, Adlington Park, Macclesfield SK10 4NP

SWITCH-BLADE II

— GREMLIN

I've got two cheats for this classic Gremlin platform romp but I'm only going to give you one of them this week! So what do you want? The level skip or the sub game? Well, I thought we might as well plump for the level skip first.

All you have to do is type in LEVELx (substitute x for whichever level you want to go to) on the title screen. Easy! So obvious it's a wonder nobody's found it already! Next week I'll give you the code for the sub game.



WARZONE

— CORE DESIGN

Fans of this Commando-style jungle battle macho butt-kicking blast'em up will be pleased to know that we can now give them a jungle battling butt-kicking macho blasting infinite lives cheat to make your jungle battling macho butt-kicking considerably easier. When the title screen appears simply press keys f1, f2 and f3 and you'll get infinite butt-kicking lives.



MEGA LO MANIA

— IMAGEWORKS

Dear Uncle Bri, I'm really looking forward to going through Mega lo Mania thanks to the lovely guide you've been writing recently. By the way did you know that the password for the Mother of All Battles is TJLBVSNNIGD? Oodles of love and affection — the Phantom BLOB.

XENON II

— IMAGEWORKS

Our esteemed partners in crime the 'Actions' have kindly passed on a cheat for this ageing classic, however I'll be blown if I can get it to work.

They claim that pausing the game and typing in RUSSIAN AIR will let you skip levels by pressing N. Now, I reckon it must work somehow, so I'll give a T-shirt to the first person who can tell me what to do.

YOGI'S GREAT ESCAPE

— HI TEC

Hey there Boo Boo, did you know that you could get an infinite supply of Yogis, the better than average bears, by redefining the keys as I, C and E? You didn't? Well you do now, don't you!

GREMLINS 2

— NINTENDO

Level codes are always a handy way of filling up space and keeping Fungus off my back so here's the weekly space-filling useless bit... Codes for the very popular Gremlins 2 game on the NES.

Level 1.2 BVKF	Level 3.2 ZFPJ
Level 2.1 DXNH	Level 4.1 SHMC
Level 2.2 CGMW	Level 4.2 VLBB
Level 3.1 NJTD	Level 5.1 NXRD

ELF

— OCEAN

A bit of an update to our Elf cheat from a couple of weeks ago! After typing in Choropoo to give yourself a whopping 99 pets, it has been discovered that you don't have to go to the shop to buy either the Wolf Man or Hard Man potiony thingies.

Pressing W will turn you into a slobbering smelly wolf thing, while pressing H will make you a really roughie toughie hard nut.

In the deepest darkest depths of your bottomless pockets lie numerous toys which you haven't seen for absolutely ages! In a desperate attempt to retrieve your favourite articles you open up your trousers and dive in. Once inside you find yourself in the first of a number of worlds...



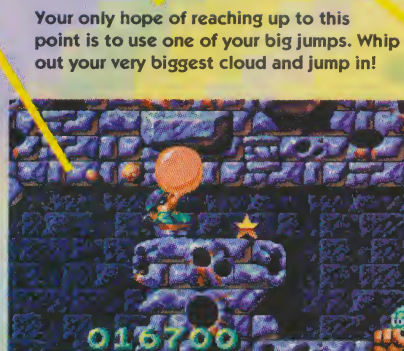
LEVEL 1



Over here on the far right, use a big jump to get to the bike. Jump on and pedal as fast as you possibly can over to the far left where you'll find the exit



After blasting your way through the bricks you'll find a bunch of bonus objects including a lovely silver star. Also you'll find a bubble gum machine which will help you reach the top of this room



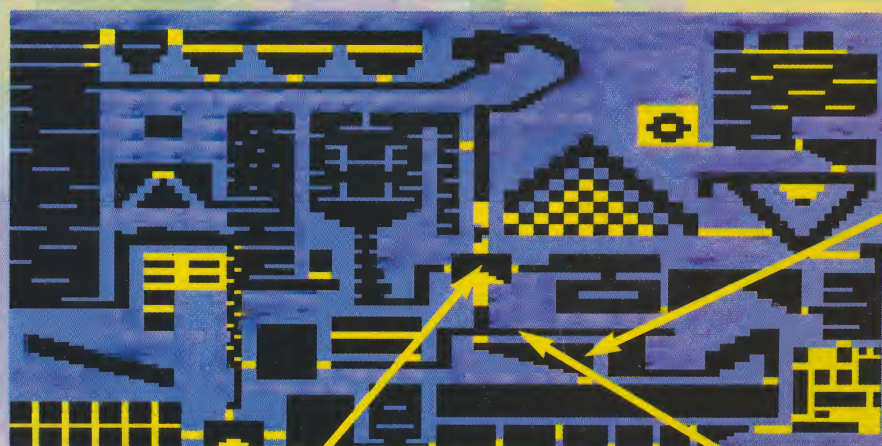
Your only hope of reaching up to this point is to use one of your big jumps. Whip out your very biggest cloud and jump in!

Float up on your bubble and move over to the right hand side to land at the top. Here you'll find a nice shiny gold star which should improve your bonus!



After moving right from the starting point you reach a series of steps where you'll encounter a large number of frogs. Take each step in turn and exterminate as many of these long legged reptiles as possible

LEVEL 2



Having blown through the bricks at the bottom of the steps you will drop through and land right by your bike! React quickly or some evil rotter will nick your wheels! Jump on and pedal to the left without delay



The starting point to this level is in a central position and to get anywhere you must blast your way down through the floor and drop to the level beneath. Although this level is huge, the exit is very close at hand



Having got to this point, if you want to get to the exit as quickly as possible, blast down and move your way down the steps. You're nearly there already!

LEVEL 3

Drop down through the first floor and then shoot your way through to the right and collect the bonuses and the silver star. Come back out the way you came



Blast down through the floor and be prepared to be trapped within the bubble for a few moments. Try to kill as many meanies as you can before this happens! You won't be able to avoid the bubble so just do your best



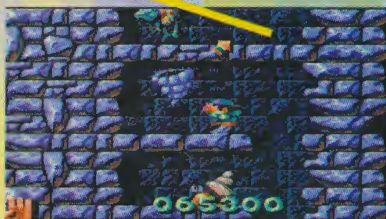
Float up and you'll find the bike! Jump on as quickly as you can and pedal like mad all the way over to the left hand side where you'll find the exit



Head all the way down into the large chamber below where you'll find a TV which will help you by showing a map of some of the surrounding rooms



Drop to the very bottom of this chamber and then head across to the right hand side where you'll have to blast your way through a wall



Work up these platforms using either normal or super jumps. Superjumps will make the Kid spin, so he'll kill anything he touches



You'll need to carefully use a super jump to get up to this platform where you'll need to blast through the wall to your right

Fall down this chamber and you'll find a bubble gum machine at the bottom. Have a good chew and then float all the way up to the top



LEVEL 4

Nice easy one this! You start in the top left hand corner up here and you must negotiate your way down to the bottom left. There is nothing particularly special you need to know, just follow the map and you should be OK



Down in the bottom left you must drop down, jump on the bike and go like crazy for the right hand side of the level. It's a very long way and you'll have competition from other meanies who'll want to pinch your wheels. Be warned

LEVEL 5

Having worked your way around, you'll find the exit in the bottom right hand corner down here. There's no bike on this level so you'll have to battle it out with the meanies on foot!



You'll start down here in the bottom left and you must first move right and blow your way through this large wall. You'll be frequently attacked so it'll take some time



At the top of this great lump of destructible bricks there are loads of bonuses and a bubble gum machine. Blast your way so that you either make a stairway to climb up or shoot away everything so it falls down to you

Silent Service II does take some getting into. The sheer size and scope of this strategy game par excellence can cause many problems to the rookie sub skipper. Us kind guys at Games-X have got some handy tips to get you going...



The golden rule is not to get sunk. You are recommended to undergo the training mission before each sub patrol, that is until you are proficient enough to leap straight

into the real wartime missions. Simply blasting at static hulks may seem effective, but by practising the attack runs you'll be one hell of a force to reckon with.

RECOGNITION FOR YOUR EXPLOITS

In no time whatsoever, you'll be offered the Bronze Star for valour. You should be able to get this with every decent kill ratio, and so when you

THE SECRETARY OF THE NAVY
WASHINGTON D.C.
The Secretary of the Navy takes pleasure in presenting this citation.
Awarded Bronze Star for Valor
For heroic and meritorious service in action against the enemy as commanding officer of a submarine in the United States Navy.
This achievement in Japanese controlled waters reflects the highest credit upon the courage, seamanship and determination of the United States Naval service.
SIGNED
Secretary of the Navy



go on a full wartime career you ought to have a cupboard full of shiny items. With more success, practice, and accuracy with your torpedos, you should be able to earn Silver Stars and even the Navy Cross. However, a patrol must litter the seas with Japanese hulks

Eventually, you could even earn the Medal of Honour. However, only perfect shooting and destruction of the odd battleship should get you in the reckoning. There are unit citations as well. Aim for the Presidential Unit one, and you'll know that the bigwigs in Washington are aware of your exploits



BE WARNED!

UNITED STATES NAVY
Sir,
You ran out of fuel and were towed into port. This reflects poorly on the submarine service. The navy expects a certain foresight in its skippers. If you cannot do better, expect a transfer to a post better suited to your talents. I sincerely hope you have better luck on your next war patrol.
SIGNED
Base Commander



There are many problems which can occur out there in the big blue. Not least, you could run out of fuel. Always keep an eye on your progress and don't get over zealous on your patrol, else you'll suffer the humiliation of being towed back to port with a black spot on your record

Always keep your eyes on the damage indicators and certainly never go into battle against medium or large sized targets with sub damage of more than 75%. You could be lucky and have a selection of tankers, but don't bet on it. Head back to port when the damage reaches around 85%, allowing plenty of time for fuel leaks



DODGING RETURN FIRE

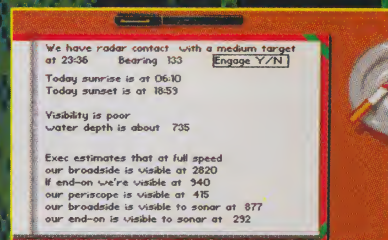


When being attacked by depth charges, the best way to escape is to do a sharp rudder turn

and speed away. Avoid enemy fire, then turn your attention to whoever did it. If you're attacking a merchant convoy, seek out the military escort ships, then blast away. Otherwise, dive to periscope depth, change course, then pluck away at them

CHECKING YOUR NOTES

When offered details on a target, don't simply look at the size of it.



You'll need to know the visibility and the time of day in order to plan your attack effectively. Also note the general heading. With this data, you should be able to plan how to move towards it with the greatest speed and more even angles

Once you've sunk or damaged enemy craft, you can view the scores. The tonnage levels remain around the same for every craft but your scores vary according to the time and how you killed them off. A kill with a single torpedo will give a bigger score than, say, numerous deck gun blasts

USS REDFIN	Lt Cmdr NOODLE
10/18/42	
Troop Ship	SUNK 16000 96
DDAA Destroyer	SUNK 3500 36
PC Patrol Craft	SUNK 800 14
Slow Troop Ship	SUNK 14500 88
Current Patrol tonnage total 41300	
Current Patrol score total 350	

SCRAPPING ON THE OPEN SEA

Combat is your job, blowing away as many Japanese vessels as you can find. Unfortunately for their families back home it ain't such an easy



task. The deck guns are ideal against small targets. Simply rise to the surface, adjust the trajectory, and fire. Keep the enemy in your sights with the TDC option and blast away. Keep an eye on where the water splashes, then lower or raise the gun to hit on target. Don't expect a great score

Torpedos are a trickier kettle of fish. One method is a relative duck shoot and the other is groping in the dark. The easiest is using the TDC option, lock onto the target and bingo! The other method requires a degree in advanced trigonometry. If you're fighting a heavy battleship, I recommend a spray of torpedos because one loner might not do the job. The steam torpedos are more visible than the electric, but this rarely makes any difference in the long run. Choose historical topedoes, some are duds, but you'll get a worthwhile score for using them



SAILING THE SEVEN SEAS



The map is so vital to your plans. You'll need to know where all the ports are, so you won't be

stranded without any fuel or weapons. Check the manual and, according to the date and area, you will always have some areas of engagement. You'll have more to do, and you'll earn more recognition for a job well done



On the zoomed in map you can get a visual image of the

enemies bearing and your own heading. Plan your approach so they won't waver in your sights once contact has been made. Keep an eye on your torpedo sprays so you'll know where they're heading

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Sega, Nintendo, Lynx, Game Boy, Famicom, Game Gear, PC Engine

GAME: TURRICAN
MACHINE: MEGA DRIVE
PRICE: £35.00
SUPPLIER: KC'S COMPUTERS

Turrican was one of the most explosive shoot'em-ups to appear on the home computer in 1990 and featured stunning graphics with a soundtrack to match. More importantly, it was a playable and challenging game. The conversion to the Mega Drive, thanks to Ballistic, proves to be every bit as good and includes all the features that made the original a well received product.

Alterra is a man-made world abandoned many years ago and supported by a huge generation system, Multiple Organism Unit Link, or Morgul for short.

All was fine until an earthquake severed Morgul's system interface, leaving the hi-tech computer to wreak havoc on the unsuspecting colonists.

As Turrican, the intergalactic warrior of the future and general all-round good guy, you must venture into this 12 level hell-hole to defeat Morgul in what seems to be his finest hour.

Control over Turri is simple, with button A firing the main weapon, B making the hero jump, and C operating a series of back-up weaponry. Turrican has



a standard shell-firing gun to begin with, but this can soon be upgraded to something with a little more power.

Also available is the lightning whip which, when operated by holding button A down, releases a stream of fire which can be twisted in a 360 degree arc to fend off nearby nasties. It is also possible to metamorphose into a small spinning gyro which makes Turrican temporarily invulnerable and allows quick movement in the direction he was first facing.

At the end of each world, of which there are five, Turrican will have to battle against and defeat one of the deadly guardians before finally taking on the might of Morgul himself.

There is no doubt about it, Turrican is a first-rate shoot'em-up which is a highly-polished and thoroughly

enjoyable cart. It is rather difficult to begin with, but practice soon sorts out the initial problems and, overall, the game offers an immensely challenging task, worthy of any shoot'em-up freak's hard earned cash.

X-RATING: XXXX

Gameplay: 16/20
Lastability: 15/20
Presentation: 15/20



Check out the full reviews on the Mega Drive version of Killing Game Show, Fatal Rewind, and the superb RPG, Shining in the Darkness...

FAMICOM JOYSTICKS

The Famicom has a load of new joysticks that will soon appear on the US market, to be shortly followed by the imported versions into this country. The first peripheral to appear is obviously the JB King Super

Joystick that was reviewed in Games-X issue 23 and featured so many buttons that you needed eight hands to use them all!

Next is the Hudson Super Joy Card. This is the most basic of the new controllers and looks similar to the original Famicom pad. In addition to the normal buttons the pad includes autofires for A, B, X and Y.

The last accessory is the ASCII. Also similar in style to the Famicom pad, the ASCII has a stick in place of the pad and has turbo and autofires for all six buttons, including the left and right buttons at the top of

the controller. There is also a slow motion setting for players who find some of the games too fast.

THUNDERFORCE OR THUNDERSPIRITS

Thunderforce 3, undeniably one of the hottest shoot'em-ups to appear on the Mega Drive, is to be converted to the Famicom although the name will be changed to Thunderspirits.

The game promises to be virtually identical to the Mega Drive cart although there may be some minor improvements and the Famicom counterparts will still

include the same impressive scrolling featured throughout the game.

BEWARE: ULTRAMAN

Remember the dire beat'em-up on the Famicom that was based around tacky B-movie super heroes and villains. Well, **Ultraman** (reviewed in issue two of *Games-X*) will soon appear on a Game Boy near you. You'll have the opportunity to play the part of the super hero and defeat the arch-villains that feature on the second-rate TV show.

HINTS & TIPS

SUPER R-TYPE - SUPER FAMICOM

OK, this game's easy if you play at kids level, but can you complete it on expert difficulty? There is, however, a level select which can be activated by repeating the following. On the title screen hold down the RIGHT button on the top of the controller, then tap UP nine times. A tone will sound, informing you that the cheat is active. Now press START and pause the game. Hold the RIGHT button and button A, then SELECT. In the bottom left corner of the screen a number will appear, then tap UP or DOWN to select the levels.

WARRIOR OF ROME - MEGA DRIVE

To see the ending screen of the game enter this password. First select the code option, then type in: GREBDQ3QNE. Should all be well you'll soon see the last screen.

Thanks to: **KC'S Computers**, Division of Mantics Ltd, 37 Pinfold Gate, Loughborough, Leics LE11 1SG. Tel: 0509 211799.

Video Game Centre, 870 Wimborne Road, Bournemouth BH9 2DR. Tel: 0202 527314.

GAME: SCRAPYARD DOG MACHINE: LYNX PRICE: £29.95 SUPPLIER: ATARI

Strangely enough you don't control the character of the title for he has been kidnapped by a group of evil pooches. It's up to you as his owner to find him before they take over the scrapyard.

The game takes the platform scenario as you leg it along many junkyard levels to find your best friend. Blocking your path are the hired thugs of the bloke who has taken the hound and many other man-made obstacles such as moving claws.

You are armed with an endless supply of empty cans that you have collected during your time at the scrapyard. These can be thrown at any nasty looking gun-toting bloke who gets in your way. Watch out also for the birdies that fly overhead cos they sometimes drop items on your head that will render you lifeless.

There are 15 levels in all between you and success. During this time you will recover your faithful pooch and obtain the deeds to the junkyard.

There are also loads of money bags to be found lying around, all which, when in the shop, will allow you to

purchase various new items that will help you in your journey.

The presentation makes the game appealing to younger players in that it is high on the cute scale with plenty of dogs wearing trench coats, suits, and carrying tommy-guns. The main character however is neither well drawn nor animated but it does fit in with everything else.

This isn't the best game available on the Lynx, but then again it isn't the worst. If you're an avid fan of Mario clones then you'll enjoy it, otherwise have a long think before buying it.

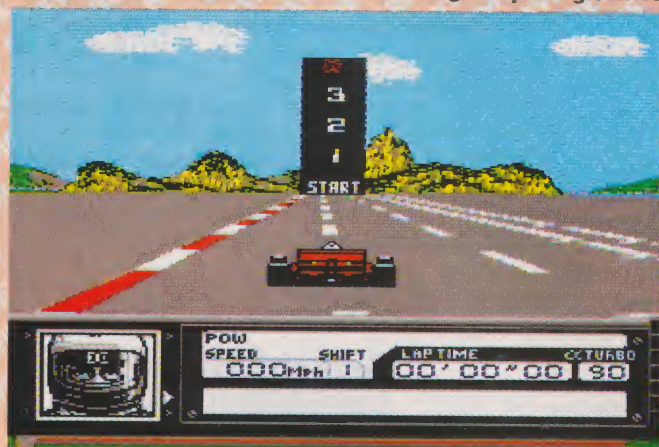
X-RATING: XXX

**Gameplay: 13/20
Lastability: 12/20
Presentation: 12/20**

GAME: TURBO RACING MACHINE: NES PRICE: £29.99 SUPPLIER: NINTENDO

How many racing games can you think of in a minute? I bet 60 seconds isn't long enough! There are so many around that I do not know what possessed Data East to release another!

This takes you into the high tension, high-speed world of Grand Prix racing. Imagine whizzing round a track with your botty a mere two cm off the ground and then you'll get the thrill of the real thing.



Many games have tried to reproduce the feeling and failed. Turbo Racing is another to add to the ever growing heap.

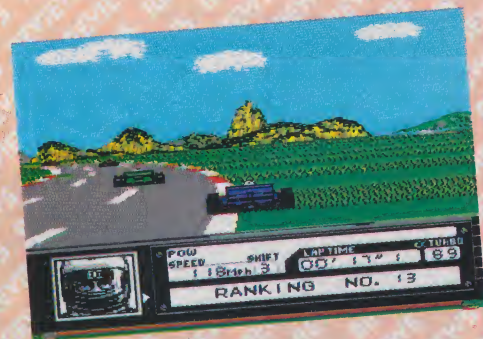
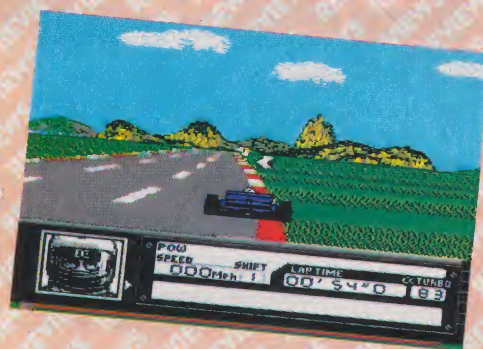
The main reason for my disliking this game was the extremely awkward control method. Accelerating was easy, as was turning the corners, but unfortunately changing gears was a near impossible task.

The best way to overcome this would have been to give the player an option of using automatic gears, instead you have to put up with constantly crashing.

Graphically and sonically it is rather pleasant, even if the track and other cars do flicker an awful lot. The sense of speed given out is quite good and driving the circuits can be fun to begin with.

However, this initial attraction soon wears off as the control drives you to infuriating distraction. Many a time I found myself wanting to throw the machine out of the window, certainly not a sign I was enjoying myself.

This wouldn't be worth £10, never mind this price tag. Avoid like the doggie messes on the pavement!



X-RATING: X

**Gameplay: 4/20
Lastability: 3/20
Presentation: 8/20**

GAME: FATAL REWIND
MACHINE: MEGA DRIVE
PRICE: £34.99
SUPPLIER: ELECTRONIC ARTS



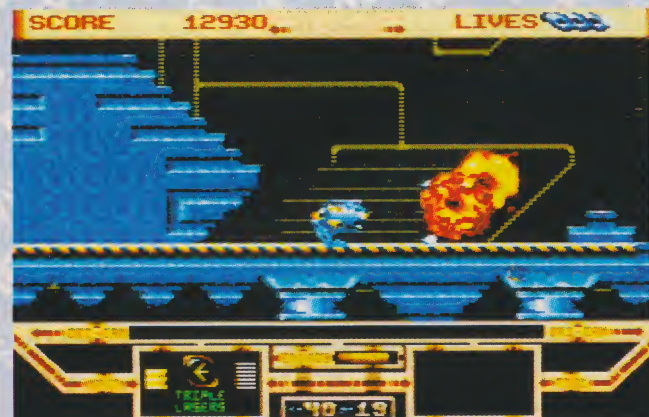
Fatal Rewind, originally titled The Killing Game Show on the ST and Amiga, is a frantic shoot'em-up in which you compete in a TV show where the ultimate prize is your life.

Set in the bleak future, Fatal Rewind is a form of punishment left open to convicts on death row. They have two choices - either face certain death in the electric chair or try their chances on the hottest show on KGS TV.

For the pleasure of the viewing public you'll have to race across 16 pits of death in a race against the clock. The only exit leads upwards.

You are a thug, a bio-mechanical contestant on KGS. Formerly a normal

human being, your frail flesh has been ripped off and replaced with layers of armour to give you a chance to survive.



human being, your frail flesh has been ripped off and replaced with layers of armour to give you a chance to survive.

Your arms and legs are now powerful hydraulic limbs. You have five thugs with which to complete the 16 stages, with a maximum of three credits allowing you to continue your game.

Fatal Rewind is viewed from the spectators' point of view with every detail on screen. When your energy reaches zero a life is lost and an instant video replay starts on screen.

A unique feature of the game allows you to restart from any point during your last go, therefore if you so desire you can fast forward to the point just before

you die and learn from your previous mistake. The control of your thug is easy to learn.

The D-pad controls movement, button A operates the fast forward mode, B fires the weapon, and C makes your character jump. Each level comes scattered full of camouflaged containers which, when shot, duly reveal many bonuses.

These extras include energy top-ups, more powerful weaponry, or keys to unlock doors.

There are two types of power-up, either tool or weapon. The weapon is automatically used when collected but the tools, such as the key or acid freezer, must be operated at the correct time by holding B.

You play against the clock and time is represented by a rising ocean of acid or DOLL (Deadly to Organic Life Liquid) as it is known. Contact with the fluid results in instant death, so to escape from such a constant threat you must try and make your way to the top of each pit.

Along the way you will have to break down walls or close gaps with shaped keys found inside the containers. All you do is simply match the key with the slot to open the door.

Fatal Rewind is a perfect conversion of the 16-bit Psygnosis



classic, The Killing Game Show. Graphically the Mega Drive version is exactly the same as the previous counterparts, and features detailed and varying backdrops, slick animation and silk-smooth scrolling.

The sound does not turn out to be the same as the hard-rock track featured on



the Amiga disks, but is a reproduction of the same tune with synthesizers replacing the guitar.

More importantly the game is hugely playable and therefore addictive. Last but not least, it offers a tough challenge to all and sundry which should leave even the most skilful thug trying to escape for days.

X-RATING: XXXXX

Gameplay: 16/20
Lastability: 17/20
Presentation: 17/20

**GAME: BILL & TED'S
EXCELLENT ADVENTURE
MACHINE: LYNX
PRICE: £29.95
SUPPLIER: ATARI**

Bill & Ted have inspired numerous computer conversions that have appeared on most formats, the latest cart being the Lynx game. The previous releases have been very different from one another.

The computer version was a graphic adventure, the Game Boy effort a platform romp and now the Lynx counterpart an arcade adventure viewed from above.

The plot of the film is followed very closely and, as Bill or Ted, your task is to negotiate the surroundings just as the bodacious duo had to do in the movie.

The places to visit include ancient Greece to find Socrates, New Mexico to get Billy the Kid and France to locate Napoleon.

Bill & Ted's Excellent Adventure is a game for either one or two players, one takes on the role of Bill, the other is Ted, using the ComLynx.



You must explore the numerous levels, looking for musical notes that allow you to form the group, the Wild Stallions, while at the same time avoiding a variety of creatures which make you lose a life when you come into contact with them.

I wasn't at all impressed with the Lynx version of Bill & Ted's Excellent Adventure. The game is based loosely around the film, but the original humour that featured in the movie has been lost.

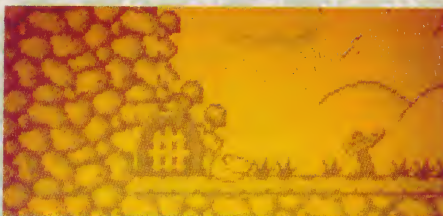
Visually the cartridge is very basic although it's quite colourful and the intro sequence is good. There is nothing awe-inspiring in the sound department and I found it rather monotonous. Maybe it should be called Bill & Ted's Tedious Adventure?

X-RATING: XX

**Gameplay: 5/20
Lastability: 7/20
Presentation: 12/20**

**GAME: SNEAKY SNAKES
MACHINE: GAME BOY
PRICE: £24.00
SUPPLIER: KC'S
COMPUTERS**

A game for all those folks who pig out on four bags of crisps, two cans of Coke and a Mars bar during one morning. (Sounds familiar! - Scoop) Sneaky Snakes couples a highly original concept and a platform style.

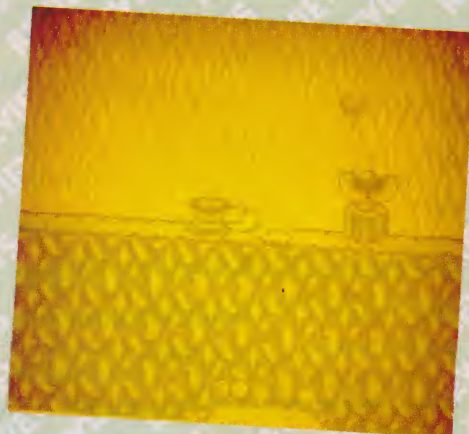
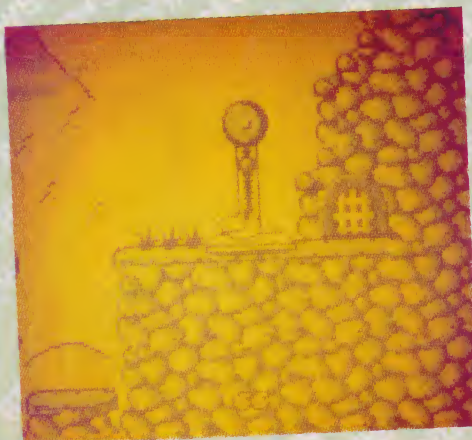


Sonia has been kidnapped. It's up to you to control one of two ever hungry buddies, Atilla or Genghis, (yes, you can have a two-player link as well!), who are slightly miffed at the fact that their friend has been captured.



The aim of the game is to gobble up as much food as possible and gain loads of weight. If you aren't heavy enough the bell won't ring on the scales at the end of the stage. If it does ring the door will open and allow you to pass through to the next level.

Control of your snake is really simple, the two buttons make him jump



and eat whatever is in range of his tongue. There are many little things to help you on the way, including springs and man-holes full of bonus items.

Graphically, I couldn't find a fault with the game. The two snakes are rather brilliantly drawn and amusingly

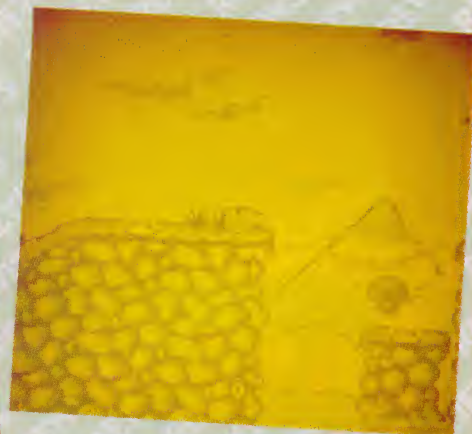


animated. All the backgrounds are well presented with the maps laid out cunningly and cleverly. Everything has been designed so that pixel perfect jumps are required to cross some gaps.

All in all this is a truly great game that everyone should find fun, despite the fact that collecting the food can become slightly tedious at times.

However, this is only a very small problem with an already high quality product so it doesn't really matter.

If you happen to have the right amount of cash on you and you're bored with Tetris, then you could do far worse than this. In other words buy it, believe me you certainly won't be disappointed.



X-RATING: XXXX

**Gameplay: 16/20
Lastability: 15/20
Presentation: 15/20**

GAME: SHINING IN THE DARKNESS
MACHINE: MEGA DRIVE
PRICE: £49.99
SUPPLIER: VIDEO GAME CENTRE

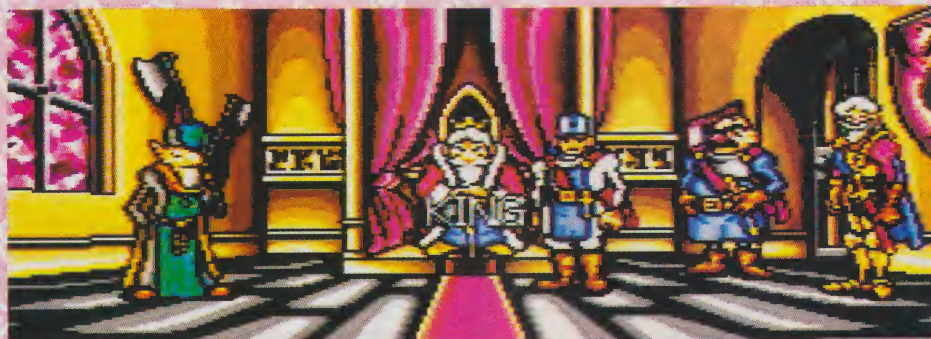
Shining in the Darkness is a fantasy role-playing game in similar vein to FTL's Dungeon Master. It features a huge dungeon to explore, non-player characters to chat idly to, and a feast of magic spells and weapons to find, buy and use.

The game begins with a cartoon-style intro and explains the rather in-depth plot. Your father, Mortred, has been missing for over 24 hours. He was last seen escorting the King's daughter, Princess Jessa, to the shrine; he then left the village when the pair decided to take a walk in the open countryside.

The King, now fraught with worry, has decided to send you, a fine knight in your own right, to locate and rescue the missing couple.

It is only after a visit from Dark Sol, an evil imported Mexican lager lout, that you realise that they have in fact been kidnapped and you must search the realm to unveil the many secrets of the arch evil one.

You begin your quest in the village where you can visit a number of shops. The first is the tavern, a place where tongues are loose and gossip runs free. Thanks to the superb control system you can chat to most characters in the bar and on the majority of other sites too.



Vital information can be gained by talking to key people, whereas others won't even give you the time of day.

You can either buy or sell at the shops or, if you're lucky, strike a deal with the owner. The shops include a weaponry store, an armourer and the alchemist.

The shrine is another place of interest and, when entered, you are allowed to save your position in one of three slots. The holy man will also cure your party from the effects of poison, remove a curse and can even revive any deceased team members.

Before you embark on your true quest for your father and Jessa, you must prove yourself in the areas of strength, truth, courage and wisdom - all of which make you a worthy knight. To do this you must find a special item and give it to your King. Then, and only then, will you be joined by your two companions and allowed to begin your adventure.

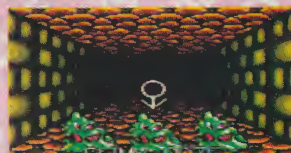
The game features a number of gameplay styles, the most notable being the 3D exploration game where you must investigate the dungeons. Movement is done via the D-pad, with the buttons allowing you to search, view your party's statistics and cast spells.

When attacked by one of the cavern dwellers you have the option to fight or flee. Choosing the latter gives you a 50-

50 chance to get away scot-free or, if you're really out of luck, receive a tanning without counter-attacking. Choosing to attack first gives you the option to fight with your sword, cast a spell or use an item.

You must equip your character with the correct item before using it, so make sure you always wear armour and carry the best weapon in your hand.

Shining in the Darkness is like most other RPGs on the market. Although it takes a while to get into, once you've grasped the idea of the game you'll be hooked for hours. It is graphically superb



and features cartoon excerpts between action and the slick exploration stage with detailed caverns to explore.

The sound is only average, but on the whole Shining in the Darkness is a first class cart which is fairly expensive (due to the save options) but will have you burning the midnight oil!

X-RATING: XXXX

Gameplay: 15/20
Lastability: 17/20
Presentation: 16/20



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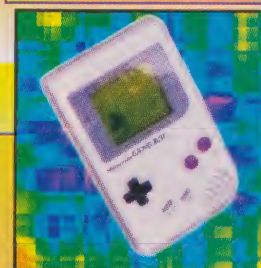
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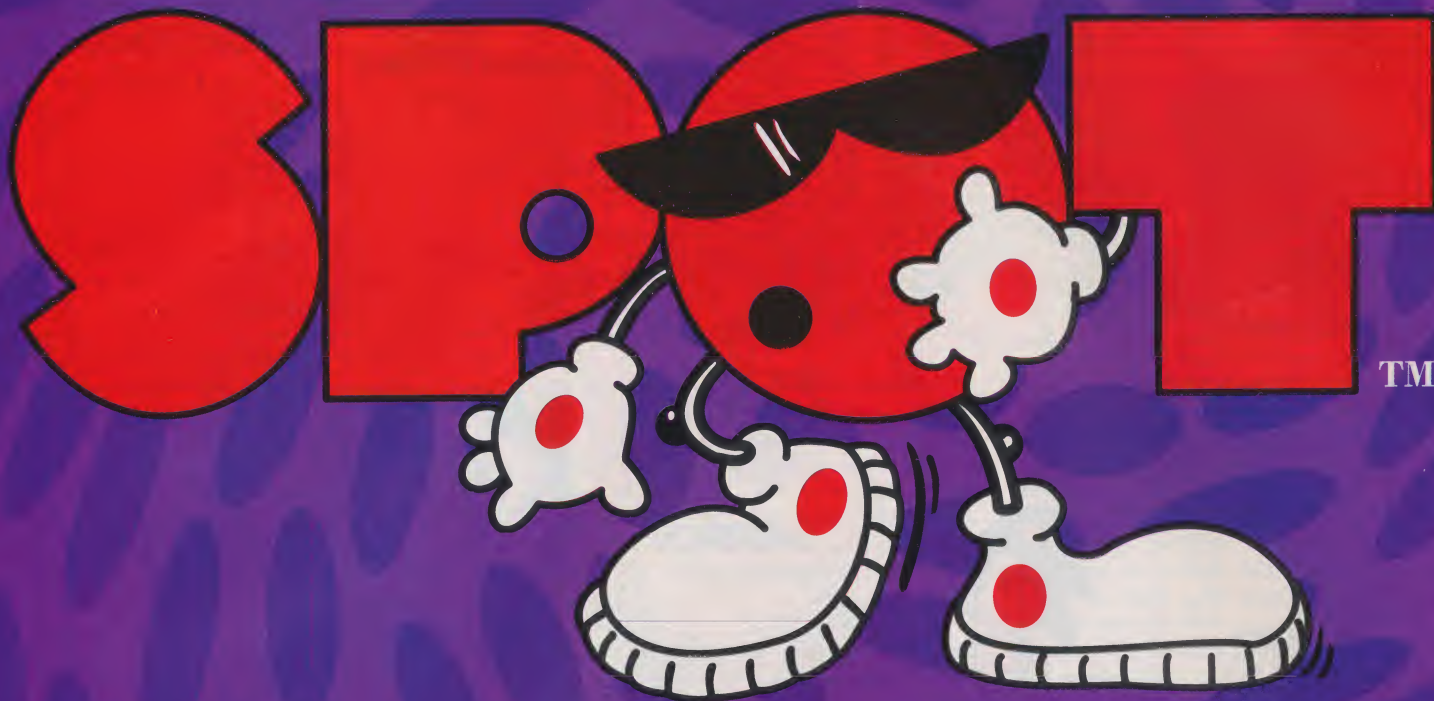
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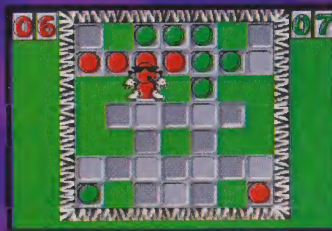
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SPOT



SICK OVER SHINOBI

I am the proud owner of an Amiga 500 and have recently purchased the game Shinobi (you what! why in heaven's name did you do that, you could buy John Denver's greatest hits album and get more enjoyment out of it). The problem is on mission one, level one, 'Ken Off'. I cannot get up to the upper deck of the screen. Please, please can you help?

Matthew Baker, Norfolk.

Dr X: I really do not know what possessed you to buy this game, I'd rather spend my time gardening! As for your problem, I think the trouble is with your game playing abilities and not the product itself. To leap up to the next deck, simply push up and press the button at



To make Shinobi leap up a level, simply tap the fire button and push up on the stick. It's easy, even Bri who has as much joystick skill as a rotting goldfish can do it!

the same time. Surely you read the manual, which clearly states how to perform the manoeuvre. If not, why not? You young rascal!

ADD INJURY TO INSULT

I have purchased a copy of Monkey Island and I have got up to the sword master. I know you have got to get the insults but I can't get them so please (1000 times) could you help me?

David Almeida, London.

Dr X: Yup, David, I'm always willing to help a fellow adventurer. You're right, you need the correct reply to the sword master's sneaky questions, so here they are.

INSULT

1. My tongue is sharper than any sword
2. My sword is famous all over the Caribbean
3. My name is feared in every dirty corner of this island
4. My wisest enemies run away at the first sight of me
5. I will milk every drop of blood from your body
6. I usually see people like you passed out on tavern floors
7. Now I know what filth and stupidity are really like
8. I've got the courage and skill of a master swordsman
9. You are a pain in the backside, sir
10. There are no clever moves that can help you now
11. Every word you say to me is stupid
12. My last fight ended with my hands covered with blood
13. No one will ever catch me fighting as bad as you do
14. If your brother's like you, better to marry a pig
15. Only once have I met such a coward
16. I hope you have a boat ready for a quick escape
17. I've got a long, sharp lesson for you to learn today

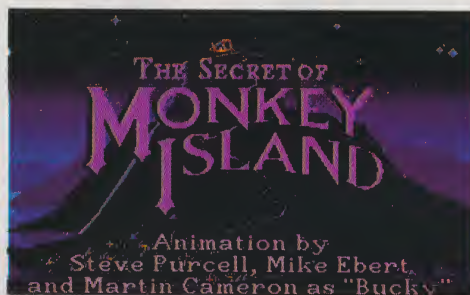
REPLY

1. First you'd better stop waving it like a feather duster
2. Too bad no one's ever heard of you, though
3. So you got that job as a janitor, after all
4. Even before they smell your breath?
5. How appropriate. You fight like a cow
6. Even before they smell your breath?



DrX

Yes it's me again, I'm glad you could make it. You've done your bit by writing in and screaming for help, now it's my turn to see if I can solve your troubles. Now that the winter is setting in you'll be playing those games into the small hours of the morning, but if you're stuck you'll need help from an expert - namely me! Just write to me at the following address: Dr X, Games-X, Europa House, Adlington Park, Adlington, Macclesfield SK10 4NP.



Don't cower as the sword master abuses you, have a good slanging match and overcome her vicious tongue using the replies listed

7. I'm glad to hear you attended your family reunion
8. I'd be in real trouble if you ever used them
9. Your hemorrhoids are flaring up again, eh?
10. Yes there are. You just never learnt them
11. I wanted to make sure you'd feel comfortable with me
12. I hope now you've learned to stop picking your nose
13. You run that fast?
14. You make me think that somebody already did
15. He must have taught you everything you know
16. Why? Did you want to borrow it?
17. And I've got a little tip for you. Get the point?

ON THE PILL

Please could you help three first time role-playing gamers on Leisure Suit Larry 1 on the Amiga. We have got the ring and rose from Lefty's bar and we once got the box of candy from the hooker's bedroom.

Do we give these items to Fawn or Faith?



"What the @£\$& do you look like?" Faith is looking for something stimulating, and unfortunately Leisure Suit Larry isn't it. Instead pop a pill or two in her mouth and watch her smoke at the ears and rush off in search of steamy, saucy naughtiness...

What does it mean 'medical stimulant' when Larry talks to Faith?

3 Novice Gamers, Southampton.

Dr X: You must be a novice if you can't solve this simple puzzle. The rose, the chocolates and the ring must all be given to Fawn in order for her to agree to marry you.

As for the 'medical stimulant', you must get the pills outside the hooker's room. To get them, tie the ribbon around your waist, then around the railings. Lean out over the edge and break the glass with the hammer. Reach across and grab the bottle.

TRICKY CANE

I have Sierra's Police Quest 1. I can get to the Hotel Delphoria and I can get to and complete the gambling but then I go back to my room and wait for the men to come in. I don't know what to do with the pen transmitter. How do I get these and also where and how do I use the trick cane?

Stuart Wenham, Bexley Heath.

Dr X: I'll keep the reply short and sweet, so here it comes. The pen transmitter is used to keep in contact with the PD. At the top of the stairs call for back-up, and when you are on your own again call once more. When Bains answers his phone, radio a second time. You now have the perfect chance to use the cane Deringer.

CAUGHT WITHOUT UNDERWEAR

I really need some help on Leisure Suit Larry 3. After coming out of the bamboo jungle how do you climb down the cliff? I only have the key, the pen and a dress.

Please could you help me.
Mr S Das, Berks.

Dr X: Mr S Das from Berks, eh? A little on the formal side to begin with, but I wouldn't call yourself a berk. As Patti, you will have to dress yourself before you embark on your journey. You obviously haven't.

You have listed the items you're carrying, but what about the pantihose found in Patti's room? As you're wearing the dress you will have seen the pile of clothes. Search through these again and you'll find what you are looking for. If you don't have them you can't complete the game. What you must do is tie one end around the tree, then climb down the other leg. Easy or what?

Games-X lurked in the Mirco Centre, Stoke, to catch unwary shoppers and blitz them with probing questions. What's the best game around, which is the hot machine at the moment and where are we appearing next? The Shadow knows...

STREET TALK

Paul Hornsby (17)

The Atari ST is the only machine I have had, and I got it about two years ago. I like most games although shoot'em-ups are my favourites – the original Xenon is brilliant. I'm going to buy a game today but I don't know which – Jimmy White looks good.



The local arcade is quite good, and I'm constantly pumping cash into Chase HQ. The consoles seem quite good but the games are really expensive. In my spare time I do motor cross, it's exciting.

Lee Hammersly (16)

I'm really into sport, mainly football, so I play loads of different footie games on my 64 which I've had for ages. When I'm not on the computer I like to get out and play football with my mates. Altered Beast is the best arcade game I've played – I can get really far. I'm looking forward to getting an Amiga for Christmas. As far as music is concerned I like Technotronic.



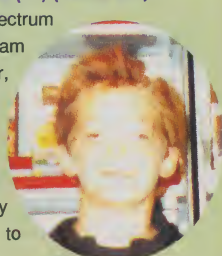
PACMANIA CHALLENGE



The first heat is at Soft Spot in Banbury. This is your chance to win oodles of groovy goodies – including a fabulous Sega Mega Drive. Get down to your local shop to find out when we'll be in your town...

John Haley (12) (right) Lee Ferals (11) (below left)

John – Since I've only got a Spectrum which I've had for ages, I am looking for a better computer, probably an Amiga for Christmas. I've got loads of games, the best is the Turtles cos it's got loads of punching and kicking. In my spare time I normally play on my computer. I like listening to Technotronic – they're really good.



Lee – At the moment I've got a Commodore 64 and my favourite game is also the Turtles. Apart from playing on the 64 I like drawing, going out and skateboarding. 'Things that make you go Hmm' is my favourite record, and I like all their (C&C Music Factory) other stuff as well.



Garth Powell (14)

About 2 months ago I bought a Master System II – for the money you get good graphics and sound. I haven't got many games for it yet, but Spiderman has to be my favourite. I've also got a Spectrum but I never use it now because it's not particularly good.

I haven't really got any hobbies apart from playing on my Master System and listening to Indie music, although I do go down the arcade a lot – WWF Superstars is brilliant and I hope it comes out for the Sega.



Achmed Abdul Sing (10)

My Dad has got a PC which I play on all the time and it's got brilliant graphics and sound. I haven't got many games cos we've only had it three months, but I think Moonwalker is really good. If you hadn't guessed Michael Jackson is my favourite singer. I don't really have any spare time because I'm always playing on the computer!



Justin Peak (13)

Hi, I've got a Commodore 64 which I play on all the time. I really like racing games and arcade conversions, my all-time favourite being Powerdrift – it's brilliant. I've had a 64 for quite a while so I'm hoping to get an Amiga for Christmas because they're really good.

My hobbies are playing football and most other sports, and I like listening to music.



Matthew Tompkinson (14)

Rockstar Ate my Hamster is my favourite game – it's funny. I play my computer whenever I can, but I also enjoy listening to music, mainly dance stuff. I've got a Spectrum which I play on all the time, I've had it for four years now. I'm going to upgrade to a better computer at Christmas, probably an Amiga.

Simon Tournay (13)

I've got an Amiga which is really cool. I like a load of different games, the best being Brat, Secret of Monkey Island and Team Yankee.

Like my mate (Justin) I think Madonna is brilliant, and I love going down the arcades. The best coin-ops are Pit Fighter and Final Fight – I like a bit of violence!



SHOP TALK

Dennis – Sales and Marketing Director

There are now six stores in all, the Stoke branch being the first to be opened about eight years ago. The Amiga and Mega Drive are selling well at the moment, and the C64 is looking up too. We stock a wide variety of games for most machines, although we try to filter the games so most that appear on the shelves offer value for money.



Our back catalogue of games is also increasing and we always have a large selection of cheap titles available. In addition to the computer software we also sell import cartridges for most consoles.

The ones that sold the most

- 1 **Jimmy White**
- 2 **Silent Service 2**
- 3 **Thunderhawk**
- 4 **Final Fight**
- 5 **Terminator 2**



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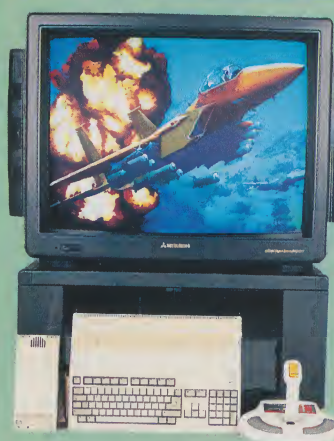
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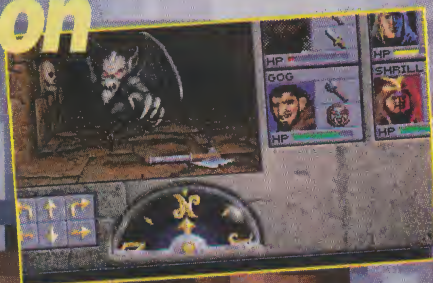
Sneaky Peek

EYE OF THE BEHOLDER 2

The legend of Darkmoon



This Christmas will see the release of countless computer games; many of them will be sequels to past hits. One such game will be The Legend of Darkmoon, the follow-up to the critically acclaimed Eye of the Beholder.



In recent years role-playing games have gone from strength to strength. In 1987 a Californian programming team, Faster Than Light, unleashed probably the most innovative RPG ever, Dungeon Master, which became the yardstick against which other such games would be compared.

Since then there have been countless DM imitations, most of which were only a pale shadow of their inspirationist. 1991 however, saw the release of Eye of the Beholder, a game that not only matched the might of Dungeon Master, but bettered it.

Heralded as a classic, Eye of the Beholder took the first-person perspective graphics-style employed by DM and added TSR's Advanced Dungeons and Dragons rules, to create a world into which players could become totally absorbed.

The first 500 purchasers of Eye of the Beholder were invited to fill in a questionnaire about the game. Acting on the results, SSI began work on the follow-up – The Legend of Darkmoon.

One of the game's most innovative improvements is the introduction of new locations. Where Eye of the Beholder was played within the confines of a dungeon setting, players who experience The Legend of Darkmoon will find themselves in forests, temples, catacombs and towers.

The game will also feature a deeper story-line with a wealth of puzzles and mysteries to solve and an army of characters to talk to.

SSI has also improved the graphic style of its games. Prior to Eye of the Beholder its games featured graphics best described as adequate. The Legend of Darkmoon sees the company employing a graphics team, the end result being a veritable feast of visuals, including animated 'movie' sequences.

Some of the main criticisms regarding Eye of the Beholder were aimed at the spell casting and monster intelligence. In answer to its customers' pleas SSI has made the



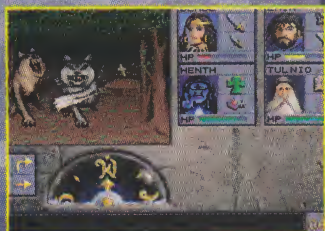
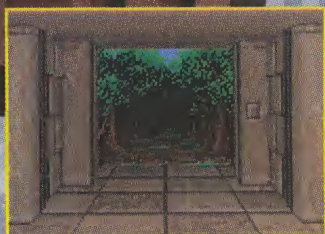
Bread and water and a cold damp cell await the unwary gamer

monsters smarter and even included the ability for them to interact with their environment.

As for spell casting, the complete process has been improved to make the whole affair quicker and easier. The Legend of Darkmoon follows directly on from

Eye of the Beholder and features the ability to use existing characters.

Furthermore, the game will include higher level characters, more spells and new monsters. The Legend of Darkmoon will be available on the PC in November 1991 and on Amiga in January 1992.



You'll need all your wits about you as your party is set upon by a less than friendly bunch



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Sneaky

ABANDONED PLACES



Flying with the wind in your hair and the kingdom beneath you, you make a momentous decision as to which is the most appealing place to land



Hungary has always been rich in art and culture, and now in the field of adventure and role-playing there is a massive and fanatical following. There's untapped potential in game design in Hungary, but since over their an Amiga costs more than most people earn in a year, few manage to fulfil their ambitions.

One six man game design team, with totally unpronounceable names, is now producing a game for Electronic Zoo. The apt title, Abandoned Places, is to be the first game to emerge from the Eastern block since that little gem Tetris, and is inspired by conventional

fantasy role-playing with dungeon gameboard, lead figures and dice.

The game itself is an excellent example of state-of-the-art design techniques and presents, in a fresh and innovative way, many of the well-known RPG elements which have made the likes of Dungeon Masters and Chaos Strikes Back so popular.

As described, the coding, graphical design and game generation is leading edge stuff. However, the most significant fact is that the adventure is not confined to dungeons alone. Above ground, you can enter

Hungary, the home of the Abandoned Places design team, is still in the grip of staunch Communist rule, standing as a strange monument to the aged ideals of communism. It inspired one Captain of a passenger jet to comment: "We are about to land at Budapest, please set your watches back 60 years." Jason Spiller reports.



villages and towns and talk to the people to gain information and direction.

The story is a truly RPG inspired tale of a land of peace, harmony and prosperity in which chaos broke loose one fateful day.

The sky darkened and the land cracked with thundering quakes as tortured screams emitted from the underworld — hell was coming to breakfast!

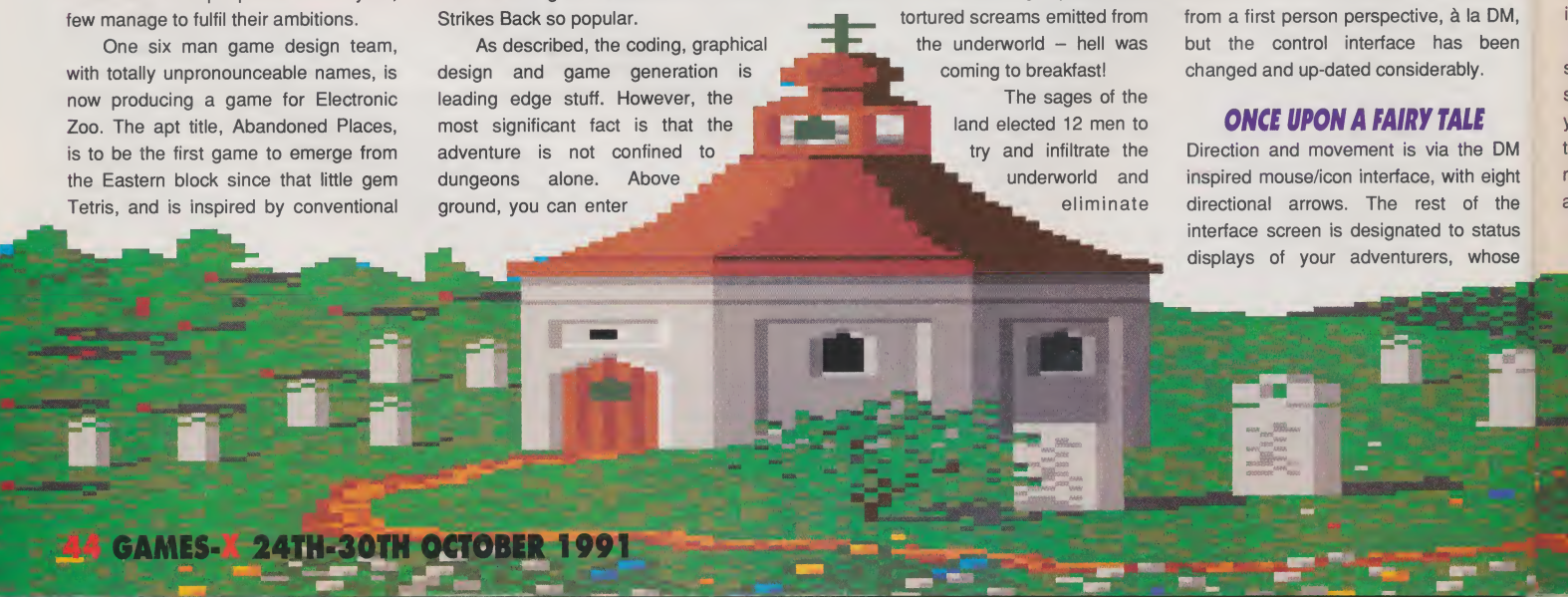
The sages of the land elected 12 men to try and infiltrate the underworld and eliminate

this evil, while at the same time the people fortified their towns and villages in preparation for hell on Earth.

The adventure begins as you fly across this kingdom of castles, dungeons, villages and towns, while selecting where you want to begin the mission. Most of the game is played from a first person perspective, à la DM, but the control interface has been changed and up-dated considerably.

ONCE UPON A FAIRY TALE

Direction and movement is via the DM inspired mouse/icon interface, with eight directional arrows. The rest of the interface screen is designated to status displays of your adventurers, whose

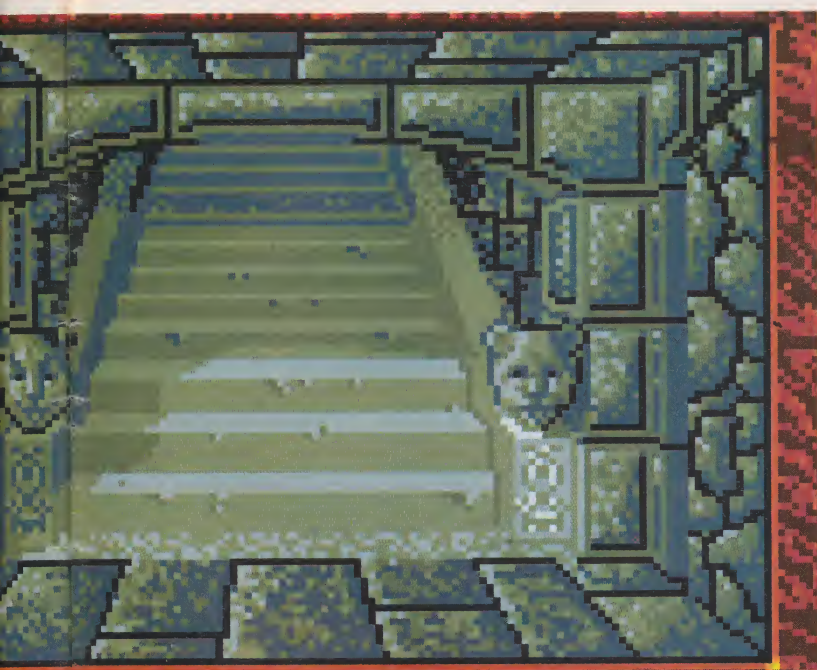


Peek

ABANDONED PLACES



(Above) Mean and moody monsters try to impede your explorations, but as one of the chosen few, you're not bound to turn tail that easily, are you...



the
villages

you fly
castles,
while
in the
played
a DM,
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y.

E
the DM
eight
of the
status
whose

faces are displayed to the right of the game screen.

Flesh falls from the face of the dungeoneer under attack until a gruesome skull indicates death. This status panel also shows energy and fighting ability or spell casting strength, depending on whether your adventurer is an aggressor or an academic.

By simply clicking on a sword, staff, bow and arrow or even a flaming sword, weaponry is available to any of your characters who may be in a life threatening situation from any of the many fearsome dungeon beasts or aggressive surface dwellers.

There is no physical action during combat and the

outcome depends on your adventurer's status. Meanwhile, a mapping system allows you to see where you are in the immediate area of the dungeon.

In that way you don't retrace your steps unnecessarily or confront the same monster again. Each of the numerous dungeons throughout the land are dark, beguiling labyrinths, filled with terrible beasts and deadly traps.

In addition to the icon control interface there is also a text box which enables you to integrate with anyone who confronts you. This speech interaction is used more above ground than below in the pits. Above ground in a village, the first person

perspective remains as you wander through the streets. By clicking on doors you can enter the shops, taverns and houses. Inside you are usually confronted by a character with whom you can communicate.

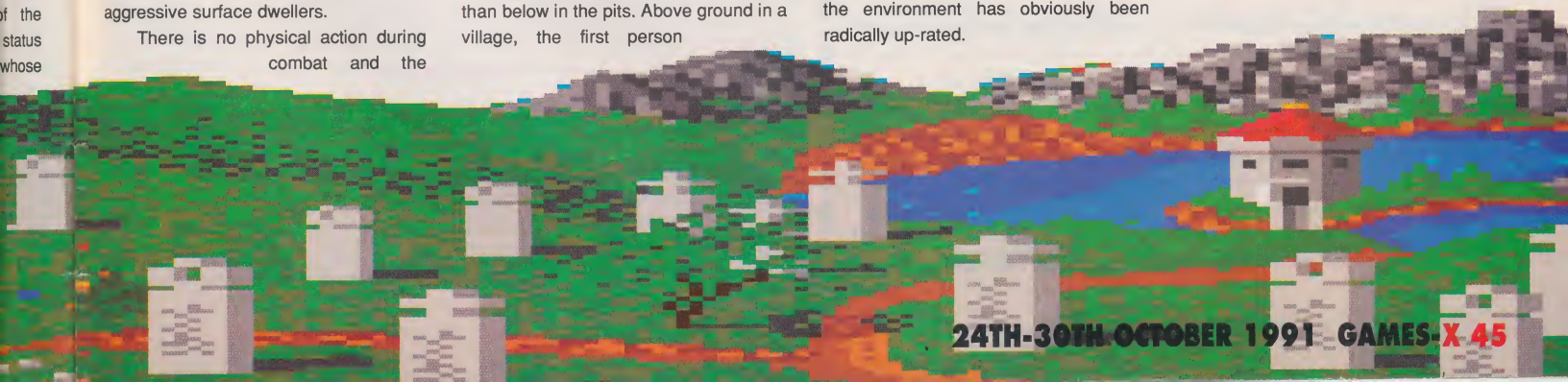
SPOILT FOR CHOICE

There are 12 different types of worlds to explore. These include castle dungeons, towers and villages and there's even a secret 'tecno' level at the end of the adventure which is full of surprises. The dungeons beneath the ground bare a resemblance to Chaos Strikes Back, but the environment has obviously been radically up-rated.

For example, the monsters and traps have unparalleled intelligence. Not only do they attack your party, but they plot and plan your fate as you move and react in this strange world. Additionally, your numerous foes are more animated and fearsome looking.

Statistically, Abandoned Places is remarkable, with over 70 minutes of original music score and more than 60 spells to cast, but it is the interactivity and communication facilities that makes the design truly outstanding.

Abandoned Places will be released early '92, published by Electronic Zoo.



CLASSIFIED ADVERTS

This is where you can make some cash and give other readers a chance for a bargain by advertising any bits and bobs, consoles, computers, etc. that you don't need or want any more.

We do not accept adverts for software formats (sales or swaps) that are copyable - that means disks and cassettes, and no trade ads either!

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Of late you may have noticed a certain mysterious absence from these pages, namely a lack of piccies of your good selves. Have you all suddenly gone camera shy or what? So please send your passport rejects along with your letters to: **X-IT, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.**



PLAY BACK

How's it going dude, mondo cowabunga and all that! Firstly I have a very small but very important message for the so-called person named Alex 'call me Sonic' Simmons. I have just hired out a Sega Mega Drive from the local video shop with Sonic the Hedgehog and I also completed it in two days. So Alex, you can eat blue hedgehogs with red trainers till you throw up! (Hmm, nice chap - Unc).

By the way I am hobbling around on crutches because I tore the ligament on my right knee while playing Rugby at the Kings School Macclesfield (know it well - Auntie).

Now for the questions. If I bought a Nintendo Super Famicom from Hong Kong,

1. How much would it cost?
2. Would it take English carts?
3. Would I get a game with it, for instance Super Mario World?

Dommie Taylor, Nether Alderley, Macclesfield.

After that cutting opening to the letter Al was tempted to refuse to answer your questions. After a few threats however, some answers were forthcoming.

COLOUR GAME BOY?

WALLY OF THE WEEK Is the rumour true about Nintendo planning a new Game Boy? I've heard it will be fitted with a wider screen and will be in colour. There is also supposed to be a solar panel to sustain the life of the batteries.

Christopher Hare, Barming, Kent.

Sounds like a marvellous machine, but it is the first I have ever heard of it. With all those changes however, it wouldn't really be the Game Boy we all know and love, would it?

2. Is there going to be Mega Man 3 for the NES?
3. Tell my mum the NES is brill.
4. Please answer my questions.

Paul Hart Great Yarmouth, Norfolk.

1. We've just received a copy of Mario 3 in the GX offices, so it'll be out in the shops very soon.
2. Mega Man 3 is available on import only at the moment.
3. Mrs Hart, the Nintendo Entertainment System is brill.

PRIVILEGED PEEK

I have been reading *Games-X* for quite a while now and I think for its price it is the best computer mag around.

After seeing the excellent preview of Robocod in issue 21, I was wondering if you were planning a sneaky peek of WWF in future issues.

Brian Fox, Seaham. Co Durham.

Glad you liked the sneaky peek, hope the review is just as enjoyable. As for WWF, there is nothing planned as yet but keep an eye on the mag and you may be a very happy person...

NES LOVER

Please can you answer these questions:

1. When is Super Mario 3 coming out on the NES?

MAD INTERLUDE

It's me again I'm just writing to thank you for sending me the T-shirt, it's the biz. What's happened to Chris Stevens? Has he been sacked or has he retired? I understand he was getting on a bit). Anyway, I think we should be told.

I see Charles Vickers (issue 25) thinks you should produce *Games-X* baseball caps. Well, I've already beat you to it and will gladly provide him with one for £1.99 plus £25 postage and packing.

Have you noticed in the same issue, that the person in the R-360 machine (the Arcade Extravaganza page) is in fact headless. Spooky or whaaaat?!

QUARTER OF A CENTURY

WE ARE 25

Issue 25 is clearly the best issue yet and a quarter of the way there to the one hundredth issue. We can't wait!

As a proud Lynx owner I was pleased as punch to read about the proposed releases, especially Lemmings and Shadow of the Beast. Can you give any more info on their release?

The games machines review was utterly, utterly, utterly... brilliant. I've had my heart set on a Mega Drive and this puts the cherry on the cake!

I only have one criticism of this amazing issue. Where was the *Games-X* Classifieds bit? I was looking forward to buying a cheap Mega Drive.

Richard Forshaw, West Worthing, Sussex.

Both games are due for release early in the second half of '92, That's quite a wait I'm afraid.

We have had so many letters asking which games machine is the best we thought this was the best way of clearing up the torrent of questions.

The classifieds took a week off but now they're back on the best page of the mag - X-it of course (speak for yourself - Doc).

NAME	ADDRESS	POST CODE

Name

Address

Post code

Post to: *Games-X Classifieds, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.*

FREE!

And finally a request which you don't get very often. Could you send me another Games-X T-shirt please? I had to give the last one to Davros, you see. I'd happily buy one, but I'm saving up for a Game Boy at the moment. 'Til next time then...

Don 'Mad' McKie, Hull.

Retired? No, he passed that age years ago. Chris has returned to his family in Fareham, but we all still shed a tear or two over his loss. Personally I cannot understand why he likes it down there. What without delights like chips and gravy?

As far as the T-shirt goes either tell Davros it was only a loan or part with some of your cash. It may be difficult but you'd be a better person for it.

SKULL AND CROSSBONES

In Issue 23 you were asking for answers to rule out computer piracy. If the prices for games costing around £25 could drop to £15.20, and there was more budget software around you would be able to stop piracy altogether. Releasing a few more compilations is definitely a good idea.

If what I have said would be taken seriously I'm sure there would be no more computer piracy.

Jeff Barnard, Leigh, Lancs.

I do not think that this would eradicate piracy altogether. There are always those who want something for nothing and no matter how low the price, copying would still continue. The result of this illegal practice is that the cost of games increases to make up for lost profits.

Also it would not be practical for the price of games to be dropped so much because there are a lot of parties involved in the creation of a game and they all need to be paid. Everyone has to earn a living haven't they?

THE MAG WITH THE HOLE

First of all I would like to say Games-X is a mint magazine. I have an Amiga by the way and I would like to ask you some questions:

1. Is the Amiga better than the Super Famicom?

2. Is there a Baby X and if not why not make one?
3. Who writes Tip-X and could you send me his phone number?
4. Who is Fungus who was mentioned in issue 24?

Aidan Stanway, Ripley, Derbyshire.

1. From the results of the investigation into the ultimate games machine (issue 25) the Amiga comes out just ahead of the Famicom. The graphics and sound on the Amiga are slightly less impressive than the Famicom, but in terms of software availability and value for money, the Amiga is quite a way ahead.

2. Yes, there is a Baby X. He is however, at that difficult age and as such he hasn't made an appearance in the mag.

3. Why? This sounds a little dodgy to me.

4. Fungus is in fact Feargus the production editor. Well, he says that is his job title, but he does tend to have a Game Boy glued to his sweaty little palms.

TEAM TALK

Scoop is currently spending a strange week off. He seems to be in the office more than when he's working. Perhaps the main reasons are Mario 3 and Boulderdash on the NES which he plays all day long.

Feargus' secret is finally out. He has been moonlighting as a DJ at an alternative disco, or so a revealing photo shows.



What's even weirder is the fact that he doesn't deny the fact. As long as he doesn't play any Jason or Kylie he should be alright.

From the office point of view the game of the moment is definitely RoboCod. Everyone seems to have flipped on it.

Dear Newsagent,

Please would you reserve/deliver a copy of Games-X every week for:

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Note to newsagent: Games-X is available on a sale or return basis from UMD - tel: 071 700 4600

NEXT WEEK

out Thursday 31st October

★ **TV stardom could be yours if you enter next week's compo**

★ **System 3's Fuzzball is put under the scrutiny of GX's Sneaky Peek**



★ **EXCLUSIVE Nick Clarkson sets off towards The Children's Channel in search of the Super Mario Bros Challenge**

★ **So many hints and tips for Rodlands and Fantasy World Dizzy it's hardly feasible!**

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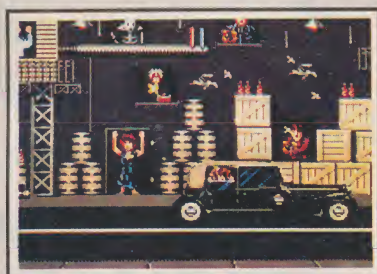
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Firestar

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